

Technical Skills

Frontend: TypeScript, React.js, Next.js, React Native, Redux, Tailwind CSS

Backend & Infrastructure: Node.js, Go, Python, GraphQL, PostgreSQL, MongoDB, Kafka, Docker

AI & Agents: LangChain, LangGraph, Fetch.ai, MindsDB, NLP

Web3 & Blockchain: Solidity, ICP, Solana, Base L2, EVM Networks

Methodologies & Tools: Agile/Scrum, Microservices, Clean Architecture, Git

Working Experience

Part Time - Kolibri for Impact (April 2023 - Present)

- Architected a multi-agent AI system using Python, LangGraph, and LangChain — with a smart router orchestrating agents for data processing, insights, and sales strategy via MindsDB-powered pipelines, reducing manual workflow coordination by ~60% across 3 core business functions.
- Built a full-stack Tender Management System for European clients with ESG compliance logic embedded into the bidding flow, cutting bid preparation time by ~40% and enabling the team to handle 3× more sustainability projects per quarter.

Mitrais (September 2021 - May 2026)

Jenius, SMBC Indonesia (February 2025 - May 2026)

- Led Visa digitalization integration — enabling Apple Pay & Google Pay card enrollment and migrating legacy bindings to the Visa Tokenization framework, strengthening payment security for ~1M+ active cards.
- Built an event-driven payment system with Kafka and Node.js alongside scalable GraphQL APIs and MongoDB data layers, achieving ~99.9% message delivery reliability and ~30% faster API response times through performance testing and query optimization.

Pertamina Marine Solution (January 2025 - February 2025)

- Shipped 2 enterprise mobile apps with React and Expo — implementing OTA updates to accelerate release cycles and reduce maintenance overhead, while delivering an international shipping management app with interactive dashboards for real-time maritime operations tracking.

Jenius, BTPN Indonesia (January 2023 - December 2024)

- Built a Digital Banking app from scratch with React Native — delivering core features (account management, payments, onboarding) with an elderly-friendly UX, serving 6M+ active users.
- Architected a system of 20 modular packages that isolated features across squads, cutting build times by ~40% and eliminating cross-team code conflicts to accelerate release velocity.
- Collaborated with Product, Design, and Backend teams to translate wireframes into polished, and production-ready UI.

Kargo Technologies (September 2021 - December 2022)

- Built 2 Go microservices for the Last Mile logistics system while maintaining legacy Elixir services for Transporter Management.
- Optimized large-scale PostgreSQL performance through redesigned multi-table joins, cutting data retrieval time by ~50% for high-volume transactions while maintaining 80%+ unit test coverage for stable deployments.
- Bridged cross-functional teams across BD, Frontend, and Operations to align vendor features, API contracts, and daily logistics workflows — reducing cross-team integration friction significantly.

Telkom Indonesia (February 2021 - March 2022)

- Architected an automated data pipeline with real-time anomaly detection and scalable database schemas to flag fraud, mitigate risks, and ensure high availability across core financial applications in an Agile environment.

Education and Certifications

- Fullstack Blockchain Developer Bootcamp - **Pelita Bangsa Academy** - 2025
- Advance React Bootcamp - **Meta, Coursera** - 2023
- Bachelor of Computer (Cumlaude) - **Dinamika University, Surabaya** - 2021

Awards & Achievements

3rd Place Asia & 2nd Place National – *Web3 World Computer Hacker League by Internet Computer (ICP)* | **2025**

Awarded out of numerous regional innovators for developing "Plantify," an advanced decentralized solution built on the ICP blockchain ecosystem.

3rd Place National – *Internet Computer (ICP) Hackathon 12 Indonesia* | **2025**

Recognized among top national blockchain developers for pitching and engineering "Savr," an innovative decentralized mobile/web application solution.

Finalist (Asia) – *Lisk Builder Challenge Asia (Web3)* | **2025**

Selected as a top regional finalist for designing and developing "Urip," a decentralized investment platform architecture.

2nd Place National – *Internet Computer (ICP) Hackathon 6.0* | **2024**

Recognized for the initial architecture and successful MVP launch of the "Plantify" ecosystem.

1st Place National – *Android Application Development Competition, Udayana University* | **2020**

Awarded Champion for engineering "MahaGuru," an impactful mobile application designed to democratize access to education for underprivileged students.

Personal Projects

Plantify – Decentralized Web3 Application | [Source](#) — A multi-award-winning ICP platform that tokenizes startup equity into tradeable NFTs with an AI Co-Pilot for due diligence, earning 3rd in Asia (2026) and 2nd Nationally twice (2024 & 2026) at ICP World Computer Hacker Leagues.

Savr – Decentralized Financial Application | [Source](#) — A decentralized savings platform that earned 3rd Place Nationally at ICP Hackathon 12 Indonesia, featuring transparent on-chain financial workflows and secure client-to-blockchain communication.

Urip (Universal Real Investment Platform) – Web3 DeFi Platform | [Source](#) — A decentralized real-world asset investment platform selected as a Regional Asia Finalist at the Lisk Builder Challenge, powering asset tokenization with seamless wallet integration and immutable ledger tracking.

Cypher – Privacy-Preserving Web3 Wallet & MiniApp | [Source](#) — A non-custodial crypto wallet on Base L2 that brings cash-level privacy using ECDH stealth addresses, on-chain discovery via Blockscout, and human-readable @usernames for private peer-to-peer transfers.

Adol – Autonomous AI Sales Agent & Web3 Platform | [Source](#) — An autonomous AI sales platform on ICP that uses Fetch.ai agents, Computer Vision, and NLP to automate listings, negotiations, and cross-posting across 5+ marketplaces like Tokopedia, Shopee, and Facebook Marketplace.

MahaGuru – Social-Impact Android Application | [Source](#) — A 1st Place Nationally-winning learning app (Udayana University App Dev Competition) powered by Machine Learning and NLP, acting as a personal teacher and study buddy for students.