MUHAMMAD WILDAN ALDIANSYAH

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EDUCATION

Brawijaya University - Malang, Indonesia

B.Sc. in Computer Science; Cumulative GPA: 3.64/4.0

EXPERIENCE

PT Ruang Raya Indonesia – Jakarta, Indonesia

Software Engineer (Backend)

Jan 2022 - Present

Graduation: Jun 2021

- Orchestrated technical planning and delivery of the Skill Academy PPD's SEO project. Increased organic traffic by 6+ times (Jan-Jun 2022) and saved ad spending by hundreds of millions of Rupiah/month (e.g., 500+ Million in June 2022). As further notes, organic traffic users in Skill Academy are six times more engaged than paid traffic users.
- Spearheaded the technical planning, engineering documentation, and delivery of the Prakerja Project, a
 pivotal initiative that revolutionized the company's website and mobile apps to comply with the latest
 government regulations. This resulted in a resounding victory in the Prakerja Market, generating billions of
 Rupiah in revenue.
- Optimized the Skill Academy operation by speeding up the Jenkins job from around 3-5 minutes into under 10s (increase build time ~90%). Increased the operation delivery for content creation based on build time by three times faster.
- Led the technical planning and delivery for reducing the service cost usage in Skill Academy by refactoring the worker feeder to Elasticsearch. The cost was reduced by around 98% from a million to less than a thousand Rupiah.
- Led the technical planning, communication, and delivery of the Skill Academy Blended + Webinar + Face-to-Face Projects, resulting in a remarkable 2.3x increase in transactions since its initial launch in January 2023.
- Tech Stack: Golang, Python, GRPC, Redis, MySQL, Google Cloud Platform, and Jenkins.

PT Majoo Teknologi Indonesia – Jakarta, Indonesia

Software Engineer (Backend)

Jan 2021 - Dec 2021

- Led technical planning, refactoring process, and delivery for sales report optimization. The sales report is up **2-3 times** faster with **200 million** transactions.
- Delivery related to stock management feature for Indonesia marketplace (Shopee & Tokopedia) integration. Users' stock data are synchronized between the Majoo dashboard to marketplaces.
- Responsible for technical planning and delivery of accounting services with Cost of Goods Sold (COGS).
 Increased user's facility to calculate profit and loss and selling price prediction easier.
- Become a mentor for newcomers. Introduced them to Majoo cultures, engineering stack, and technology. Giving materials and practicals for internal tools and common issues related to the engineering process.
- Led technical planning, communication, and delivery for Majoo sales and accounting reports (daily yearly report, outlet report, etc.). Integrated with the Point of Sales (POS), marketplace, and accounting features.
- Delivery related to the Majoo belanja feature increased sales twice for the b2b market and users' facility for buying goods.
- Tech Stack: Golang, Kafka, Redis, MySQL and PostgreSQL.

PT. Woolu Aksara Maya – Jakarta, Indonesia

Software Engineer (Backend)

Apr 2020 - Sep 2020

- Responsible for thriving Indonesia's digital book publishing through technology. Focus on backend development to deliver the writing collaboration system until publishment.
- Tech Stack: MocoBAAS, IDFS Auth, Redis, Postgres, GraphQL, and NodeJS.

Software Engineer

Jan 2020 – Apr 2020

- Responsible for creating an Android library of handwritten recognition using OpenCV and Tensorflow Lite, enabling accurate identification of handwritten text. Creating an Android library for handwritten sketches provides users a seamless experience of capturing and annotating their ideas.
- Provide building robust backends for handwritten apps using NodeJS, ensuring efficient data management and seamless integration with front-end and mobile application systems.

PT. Alfath Teknologi Grup - Malang, Indonesia

Software Engineer Intern

Apr 2019 – Jul 2019

- Responsible web application delivery, focusing on pharmacy B2B applications.
- Tech Stack: CodeIgniter and MySQL.

Brawijaya University - Malang, Indonesia

Lab Assistant of Basic Programming

Sep 2019 – Des 2019

• Taught basic programming concepts (Java) to 70+ students, graded home works, made practice and quiz problems. Providing materials and practicals to students for one semester.

Web Developer Staff of Turnamen Catur Raja Brawijaya

Aug 2019 – Nov 2019

Responsible as a Web Developer (Codeigniter & MySQL) by providing comprehensive tournament
information and a seamless registration website, revolutionizing the chest competition registration by
employing cutting-edge web technology for the first time in seven years with hundreds of users registering
and participating in the event.

SIDE PROJECT

Photobooth - Booth of Us

Software Engineer

Jun 2022 - Present

- Led technical planning, gathering requirements, and communication with the client to deliver website and desktop application (DSLRBooth) for photo booth session. Successfully gain profit for tens of millions of Rupiah (Jun 2022 - Jun 2023).
- Tech Stack: Golang, React, DSLRBooth, and Ngrok.

International Relations Apps - Brawijaya University

Software Engineer

Sept 2021 - Oct 2021

- Led technical planning, gathering requirements, and communication with the client to deliver web applications
 to help students and lecturers manage essays and practical work.
- Tech Stack: Laravel 8, React, Google OAuth2.0, and MySQL.

Chroma Minecraft

Software Engineer

Sept 2020 – Feb 2022

- Spearheaded the Minecraft game service with **11 thousand players** through the architecting system (game service, payment, and notifier), established the in-game events for hundred players, and contributed to the Minecraft game mode ideation.
- Led the payment integration with digital game currency, integrating the Indonesia payment system (Tripay) to accelerate the in-game payment process. Successfully accelerate from manual to automatic payment five times faster and gain tens of millions of Rupiah.
- Tech Stack: Golang, MySQL, NodeJS, and Amazon Web Services.

HONORS & AWARD

GEMASTIK XIII - Ministry of Education and Culture

Oct 2020

Finalist Software Development Competition

• Enhanced an application to solve the uneven distribution of prices in animal husbandry.

Arkavidia - Institute Technology of Bandung

Feb 2020

3rd Place Hackavidia Competition

Develop an application to solve the uneven distribution of prices in animal husbandry.

INTENTION - University of Padjajaran

Oct 2019

Favorite Winner Apps Development Competition

• Develop a marketplace to bring designer and their client.

ADDITIONAL

Skill: Golang, Javascript, Typescript, PHP, Java, Docker, GraphQL, MySQL, Postgre, Kafka, React, Redis, Elasticsearch, Grafana, Google Cloud Platform (GCP), and Amazon Web Services (AWS).