

ABOUT ME

I am a Software engineer with a passion mobile development almost 5 years. I am experienced with design, developing and deploying mobile application for difference platform, such as Android and iOS. Adept at analysis and debugging issues that may arise during the development process, ensure the smooth functioning of mobile application. Goal-oriented developers bring a strong commitment to collaborative with designer, backend, quality assurance and other stockholder to deliver high-quality software application.

In addition to my proficiency in mobile development, I have expanded my skill set to include expertise in backend development. I'm really happy that I've been able to diversify my skills to keep fast deliver.

AREAS OF EXPERTISE

- **Programming**
Experience in Dart, JavaScript, Typescript
- **Mobile App Development**
Experienced to create a mobile app using **Flutter** and React Native.
- **Backend Development**
Using NodeJS, Express, Prisma ORM Schema
- **Test Frameworks**
Mockito, Cypress, Maestro, Jest, Debugging and Profiling
- **Infrastructure**
Experienced in AWS, Docker/Docker compose CI/CD pipeline.
- **Database**
SQLite, PostgreSQL, MongoDB, Firebase, Supabase
- **Analytics**
Experience with Firebase Analytics, Mixpanel, Amplitude, Sentry.
- **Other Tools**
VS Code, Android Studio, XCode, IntelliJ IDE, Insomnia, Figma, Git, Jira, Postman.

PORTFOLIO

<https://anwar.kuasaiteknologi.com>

CONTACT

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EDUCATION

Bachelor of Electrical & Computer Engineering

Anwar Sapi'i

Software Engineer II

EXPERIENCE

Photon July`24 - current	Software Engineer II Contribute to the development of several projects by collaborating with cross-functional teams to ensure high-quality deliverables. In addition, take part in research and development initiatives focused on creating innovative tools and solutions that are tailored to meet the specific needs of prospective clients, with the goal of delivering added value and strengthening client relationships.
Antam Logam Mulia Flutter (Android, iOS) Des`23 – July`24	Mobile Developer The main objective of the project to help customers and users to easily buy gold with Ecommerce Antam Logam Mulia mobile applications. The project was created using Flutter for Android and iOS using MVVM Design Pattern Architecture. The project was delivery around 6 month to beta version
GoKampus Flutter (Android, iOS) Okt `22 - Des`23	Mobile Developer The main objective of the project to get better learning experience with streaming platform for mobile application and get certification when they was complete assignment. The Project was created using Flutter for Android and iOS using MVC Design Pattern Architecture. The project was delivery around 3 month to release version
TimeGap Flutter (Android, iOS) Apr`22 - Dec `22	Mobile Developer The main goal of the project is to make it easy to open professional service like open travelling and private course to improve they skills, can find nearby location. Easy booking to professional service like order food at gojek, grab etc. The project was created using Flutter for Android and iOS using MVP, MVVM Design Pattern Architecture.
Fox Logger Flutter (Android, iOS) Mei`21 - Mar`22	Mobile Apps Developer The main goal of the project for customers to full control they vehicle tracking with GPS device on the vehicle. They can access from mobile apps in real time and protected from any danger. Actually for control asset movement with GPS tracker. The project was created using Flutter for Android/iOS and integrate with MQTT

LingoTalk
Flutter (Android, iOS)
Apr `21 - Aug `21

Flutter Mobile Developer

The main objective of the project for students are interested to improve they English with one on one with teacher. They can book schedule with mobile apps and choose teacher available with the language learning.

The project was created using Flutter for Android and iOS using MVC Design Pattern. The project was delivery around 3 month to release version.

PROJECTS

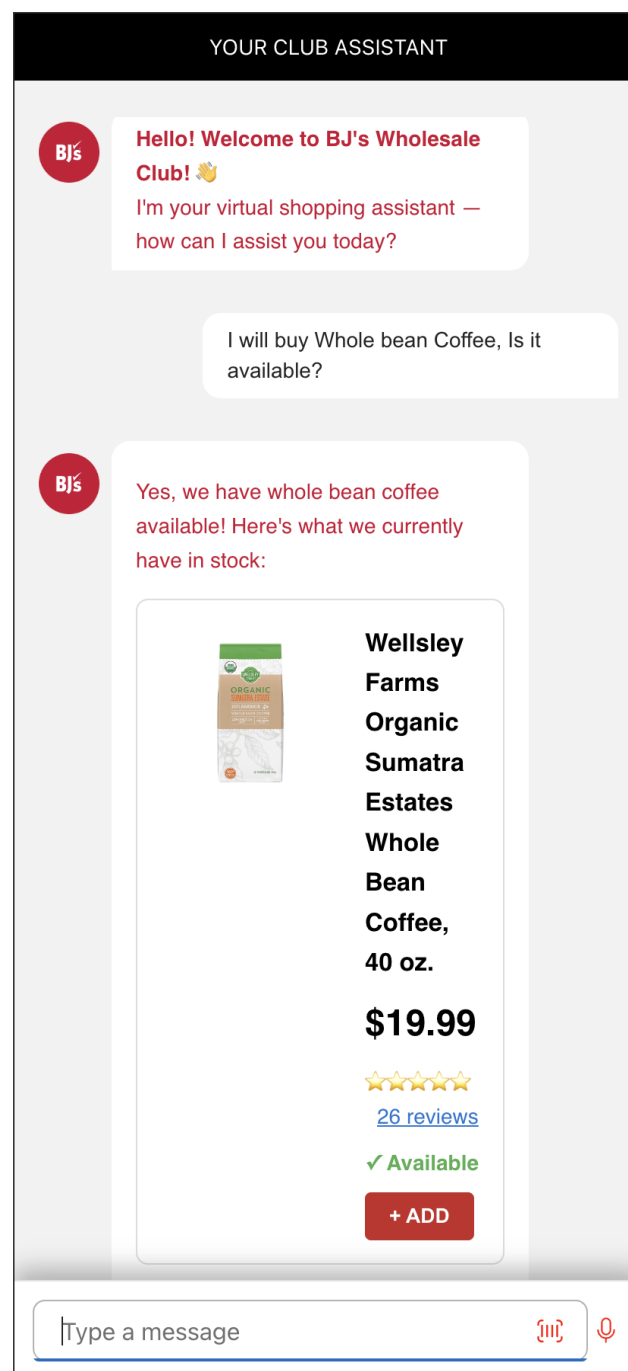
BJ's Wholesale AI Chat Bot

BJ's Wholesale Club is advancing its digital transformation journey by developing an AI-powered digital shopping assistant to optimize customer engagement and streamline member inquiries, delivering a seamless cross-channel shopping experience.

Responsibilities:

- Developed a proof-of-concept (POC) AI chatbot for shopping assistance.
- Set up and configured AWS Bedrock using a custom knowledge base derived from BJS product data.
- Deployed and configured AWS EC2 instances to host the backend API service.
- Built a WebView interface for the AI chatbot client.
- Developed the backend using Node.js with Express, and integrated it with AWS SDK and third-party services.

Tech Stack: AWS Bedrock, NodeJS/Express, ReactJS, AWS EC2 Instance, Github.



PROJECTS

Antam Logam Mulia

The main objective of the project was to help customers and users to easily buy gold with Ecommerce Antam Logam Mulia mobile applications, and more easily pick up gold with nearby butik antam, from their location.

Mobile App URL: [Playstore](#) , [AppStore](#)

Responsibility:

- Design and develop new app e-commerce for Antam Logam Mulia
- Colaborative development work closely with backend developers, UI/UX designers, product managers, business analysts to provide quality product and smooth mobile applications.
- Version control and distribution deliver high quality mobile application to ensure quality assurance, running product assurance, running product smoothly
- Optimising API communication ensure API contract to optimize between the app and our backend service, enhance overall performance and efficiency API in Mobile Apps.
- Day to day report update to PM about progress ticket development
- Development product features to ensure user checkout product items running smoothly.
- Development payment features to ensure user checkout product item correctly before purchase.
- Development history transaction and detail transaction item
- Development courier shipment tracking to ensure product item received to end user or pickup product item in store butik by nearby location.

Tech Stack: Flutter, Dart, Provider Rest API, Java for backend, Figma, appstore/playstore, gitlab.

GoKampus

The main objective of the project to get better learning experience on streaming platform with mobile application and their can access everywhere without worry about always inside class room, and make it easy to get certification when they was finish assignment.

Mobile App URL: [Playstore](#), [AppStore](#)

Responsibilities:

- Develop the migration of the University's current apps enrolling system to a new design system and improved user experience Apps for Streaming Platform Education.
- Worked closely with backend developers, UI/UX designers, product managers and QA engineers using Agile to deliver and ensure the smooth running of mobile applications.
- Ensured API contract to optimize communication between the app and our backend service, enhancing overall performance and efficiency.
- Ensured consistent app and API performance, utilize tools such as Sentry and other performance profiling and monitoring tools.
- Research and Development in automation systems utilize tools such as Cypress to minimize issues in production.
- Integrate MixPanel to improve user experience, user interaction to improve apps product quality based on user data.
- Deliver high quality mobile applications to ensure quality assurance, including tools such as Firebase Distribution, TestFlight, appstore, play store and git for versioning tools.

Tech Stack: Flutter, Dart, REST API, Xendit, Cypress, Jira, Sentry, MixPanel, GetX.

PROJECTS

Time Gap

The main goal of the project is to make it easy to open professional service like open travelling and private course to improve they skills, can find nearby location. Easy booking to professional service like order food on gojek, grab etc.

Mobile App URL: [Playstore](#), [AppStore](#)

Responsibilities:

- Refactoring file code to reduce just 700 line code.
- Migrate to a package repository based on the future.
- Migrate package to use AWS Graphql amplify.
- Implement cubit to handle local function and state.
- Add Unit Test and get coverage.

Fox Logger

The main goal of the project is to make it easy for customers to control they vehicle tracking with put GPS device on the vehicle. They can access from mobile apps in real time and protected from any danger. Basically, for control asset movement with GPS tracker.

Mobile App URL: [Playstore](#), [AppStore](#)

Responsibilities:

- Implementing custom info Window google maps marker for all no police vehicle
- Design and maintenance app **Fox Logger** using flutter.
- Developing and maintaining MQTT Client for real time communication with GPS devices on vehicles.
- Implementing Bloc State Management for clean code and easy to maintain.
- Collaborate with the backend engineers for designing the requests and responses needed by the clients or mobile apps.

Lingo Talk

The main objective of the project is to make it easy for students or people who are interested to improve they English one on one with teacher. They can book schedule on mobile apps with teacher available with the language learning needed to improve. Basically platform for language learning.

Mobile App URL: [Playstore](#)

Responsibilities:

- Design and develop the new app **LingoTalk** using flutter.
- Implementing third party jitsi video conference delivery for student and teacher.
- Deploy and debugging to iOS platform XCode.
- Design and develop to improve responsive applications on iPad pro to keep stable apps for any devices.
- Debug and testing on iOS and Android to keep good performance before release in the Future.
- Implementing in app purchases for easy purchase of new courses with students.
- Collaborate with UX designers to give suggestions on the new UI/UX for the owner app.
- Collaborate as a team with Agile methodology development and report progress on Monday, Thursday and Friday with product engineers.
- Collaborate with the backend engineers for designing the requests and response needed by the clients of mobile apps.
- Collaborate with the test engineer to determine which part of the UI needs to be automated.