

Kanisius Wahyu Santoso

Backend Developer

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Skills

Technical: Golang, TypeScript, JavaScript, proto, REST API, gRPC, AWS S3 (file storage & integration) Microservices, Messaging Systems (NATS), Clean Architecture, Git, Concurrency, Multitenancy, Caching, Clean Code, Docker, Redis, MySQL, MongoDB

Professional Experience

Rumbia ID Backend Developer Golang (Full-time, Remote)
March 2025 – August 2025

- Developed and maintained a **multi-tenant system** with **Golang (Gin Framework)**, implementing **goroutines** for high-concurrency processing. Built **REST APIs for external access** and **gRPC services for high-performance internal communication**.
- Cloud & Storage:** AWS S3 (bucket management, file upload/download integration)
- Improved API response time from **68ms → 20ms (70% faster)** through concurrency optimization.
- Delivered **4+ core backend CRUD endpoints** within **2 Agile sprints**, ensuring timely feature releases.
- Designed and integrated **SQL (MySQL, PostgreSQL)** and **NoSQL (MongoDB)** databases for scalable applications.
- Applied **clean code principles** to ensure maintainability and readability across projects.

Mnata ID Junior Full stack Developer (Part-time, Hybrid)
March 2025 – Present

- Built and optimized backend APIs** using **TypeScript, Express.js, and MikroORM** following **clean architecture standards**.
- Implemented caching strategies**, reducing average response time from **100ms → 18ms (82% faster)**.
- Collaborated with cross-functional teams**, including **UI/UX design**, to improve user experience.

Education

Backend Golang Development Yogyakarta, Indonesia
6 September - Desember 2024

- Mastered core **Go (Golang)** programming concepts including syntax, concurrency, and memory management.
- Built and consumed **RESTful APIs** and integrated third-party services using Go.
- Implemented **gRPC** for high-performance service communication in microservice ecosystems.
- Developed and managed **Microservices Architecture**, focusing on modularization, scalability, and fault isolation.
- Gained practical knowledge in **Message Queue Systems** and **Event-Driven Architecture** for inter-service communication.
- Applied clean code principles, tested Go applications, and used version control with Git.
- Collaborated in team-based coding environments with agile methodologies.

Leadership & Activities

Biztech Creation Camp 2024 Semarang, Indonesia
leader 22 –23 February 2024

- Took the initiative to **coordinate** the team workflow, lead brainstorming sessions, and ensure timely completion of tasks.
- Gained practical **experience** from industry experts in design thinking, UI/UX fundamentals, and product presentation.
- Collaborated** with the team in discussing and communicating in development application ideas

Interests

Language: Native Indonesian, Conversational English
Interests: Backend Engineering, System Design, User Experience, Gaming, Writing, Investing