Julsapargi Nursam

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Padang Panjang, Sumatera Barat, 27124

Android Developer with 5+ years of experience, including 2+ years in cross-platform development. Successfully implemented Kotlin Multiplatform in eFeederApp, achieving 70% shared code between Android and iOS. Proficient in migrating from Dagger2 to Hilt, and XML to Jetpack Compose. Led the development of key features, system refactoring, and increased unit test coverage to 64%.

Work Experience

eFishery - PT Multidaya Teknologi Nusantara
Mobile Engineer - Android

Bandung, Indonesia
May 2022 - Mar 2025

- Migrated eFeederApp's Gradle build configuration from Groovy to Kotlin DSL to enhance readability, consistency, and maintainability.
- Migrated from Dagger2 to Hilt to streamline dependency injection and reduce boilerplate code.
- Implemented a modular architecture based on MVVM with Kotlin Flow to support Reactive Programming and long-term maintainability.
- Implemented Kotlin Multiplatform for eFeederApp across Android and iOS, enabling 70% shared code between platforms, accelerating development, and improving team efficiency.
- Integrated Kotlin Multiplatform into the iOS project, including connecting use cases from shared code to the ViewModel on the iOS side, and supporting UI development using SwiftUI.
- Migrated UI from XML to Compose Multiplatform and transitioned the design system from OneFish v1 to v2.
- Increased unit test coverage to 64% to improve reliability and maintainability.
- Worked in a cross-functional team using Agile/Scrum methodologies, actively participating in sprint planning, daily stand-ups, and retrospectives.
- Configured the Android pipeline to run Kotlin Multiplatform shared code unit tests as part of the CI/CD process.

Accurate - PT Cipta Piranti Sejahtera
Senior Mobile Engineer - Android

Tanggerang, Indonesia
Jan 2021 - Apr 2022

- Led a team of 3 Android engineers in building features for the Point of Sale (POS) system.
- Developed sprint plans, technical breakdowns, and task assignments in collaboration with the product manager.
- Collaborated with QA and product teams for bug tracking and resolution.
- Designed a modular architecture based on MVVM and Clean Architecture, and implemented Kotlin Flow and RxJava for efficient reactive data flows.
- Initiated the migration of UI from XML to Jetpack Compose, successfully reducing UI code complexity by 30% through a declarative approach, supporting faster development and a more scalable architecture.

WOWBID - PT Wowbid Perintis Nusantara
Android Developer

Jakarta, Indonesia
Nov 2019 - Dec 2020

- Contributed to the maintenance and further development of key features for the WOWBID e-commerce application, focusing on enhancing system scalability and reliability.
- Maintained architectural consistency through the continuous application of MVVM and Clean Architecture, ensuring more maintainable code quality.
- Continued and optimized the integration of libraries such as Retrofit and Koin to support more efficient network management and dependency injection.
- Participated in feature development using Agile/Scrum methodologies with product and QA teams.

CV Mediatama Web Indonesia
Android Developer

Padang, Indonesia
Mar 2019 - Jul 2019

- Developed Android applications (Hemodialysis Diary, BP Paud Dismas Sumbar, Kasir Mediatama) from the ground up to release, using Kotlin and implementing MVP architecture to ensure organized and maintainable code structure.
- Provided private mentoring sessions on Android development fundamentals.

PT Mitra Digital Sejahtera

Staff IT - Development (Android Developers)

Jakarta, Indonesia
Mar 2018 - Jan 2019

- Rewrote Android applications (APF Collector, BSM Collector) from Java to Kotlin, while implementing MVP architecture for a more organized and maintainable code structure.
- Developed the BSM Surveyor application from the ground up to release, using Kotlin and implementing MVP architecture to ensure organized and maintainable code structure.
- Maintained the Java-based Buana Multidana CRM application, including bug fixes and minor feature adjustments as needed.

Technical Skills

Languages: Kotlin, Java, Swift, Dart
Frameworks: Kotlin Multiplatform (KMP), Compose Multiplatform (CMP), Jetpack Compose, SwiftUI, Flutter
Architecture: MVVM, MVI, MVP, Clean Architecture
Tools: Hilt, Dagger2, Retrofit, Coroutines, Firebase
Languages: Indonesian

Education

Universitas Putra Indonesia "YPTK" Padang

Faculty of Computer Science

Padang, Indonesia
Aug 2014 - April 2018

Bachelor's Degree in Informatics Engineering
Cumulative GPA: 3.6/4.0

- Staff, Informatics Engineering Student Association (HMJ IF)
- Head of Social Service Event (BASMA) HMJ IF
- Secretary of HMJ IF

Certifications / Courses

- **Learning Path Android** - Dicoding Indonesia, 2021
- **Learning Path iOS** - Dicoding Indonesia, 2023

Volunteer Experience

Padang Android Dev Community

Founder & Organizer

Padang, Indonesia
Oct 2018 - Present

- Founded a community to support Android development in Padang.
- Organized workshops, tech talks, and project collaborations to promote best practices in mobile development.
- Built a network of developers and fostered a culture of knowledge sharing.