



Fajar Laksono

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Summary

AI & Data Systems Engineer with 7+ years of experience designing scalable backend systems, data infrastructure, and automation pipelines. Experienced in system architecture, cloud infrastructure, data engineering, and cross-functional technical leadership. Passionate about building production-grade AI systems that bridge engineering execution with strategic product direction.

Portfolio

[laksono-api-service](#) • [Topsis](#) • [www.belajarcpp.com](#) • [The Dimension Game](#) • [Expert System](#) • [Decision Support System](#) • [Shieldbase AI](#) • [AccelByte Development Toolkits](#) • [AccelByte Intelligence Service](#)

See more portfolios: <http://fajarlaksono.github.io/eng>

Technology Experience

Software Development: Python, Go, C, C++, C#, PHP, Java, Docker, Kubernetes, CI/CD, Jenkins, makefile.

Databases / Data Warehouses: Vector PostgreSQL, MySQL, MongoDB, Snowflake, Kafka, Elasticsearch.

Large Language Models: OpenAI, Anthropic, GoogleGenAI.

Data Integration / ETL Tools: Databricks, Kafka Connect, Airflow.

Cloud Platforms: AWS, GCP.

Data Visualization: Power BI, Grafana, Looker, Excel, Google Spreadsheet.

Libraries / Frameworks: Pandas, scikit-learn, tensorflow, matplotlib, Laravel, WordPress, Spring Boot.

Project Management: Jira, Linear, Confluence, Miro.

Professional Experience

Shieldbase AI - Malaysia

Technical Product Lead, March 2025 - Present

- Led the Engineering team to collaborate with cross-functional teams like Product, Infra, and QA, defining roadmap priorities and execution plans while maintaining delivery predictability and quality standards.
- Translated business and customer requirements into clear technical specifications, backlog items, and release plans, enabling efficient and consistent product delivery. Oversaw system design and technical decision-making, balancing scalability, performance, and long-term maintainability.
- Established collaboration processes between Product, Engineering, Infra, and QA, improving test coverage, release readiness, and reducing post-release defects.
- Worked closely with stakeholders to gather feedback and prioritize improvements that enhanced product reliability and user adoption.

AccelByte Inc - Indonesia, USA-based

Software Engineer, March 2021 - December 2024

- Led a research initiative to identify and implement strategies for reducing CDN and Storage costs, leveraging data analysis, benchmarking, and evaluating alternative providers. Ultimately, I successfully introduced an optimized solution, onboarded the new vendors, realized around 40% reduction in CDN and Storage costs, and the research was adapted to all company products. Significantly improving operational efficiency and cost savings.
- Led an initiative to automate Release and Deployment of the services by implementing Automated Release and Deployment design. As a result, it has successfully improved team productivity speed during the

release train by 25%-40% and reduced manual intervention.

- Led an initiative to automate data warehouse migration script by implementing Flyway and made a sandbox environment, successfully improving Database Engineers productivity by 25%-40% and reducing manual migration errors.
- Streamlined the customer service experience by addressing inquiries promptly fostering long-term customer trust and loyalty, such as Krafton, Sony Interactive Entertainment, Striking Distance, Theorycraft, Raidbase, and Omeda.
- Developed scalable and stable backend solutions by collaborating with cross-functional teams and implementing system designs, ensuring on-time delivery of features and enhancing user satisfaction.

Agate International - Indonesia

Full-stack Programmer, September 2020 - March 2021

- Developed the backend system and its admin portal for a game with database-driven architecture, ensuring a robust and scalable infrastructure that supported seamless gameplay and management features.

PT. Gria Inovasi Teknologi - Indonesia

Software Engineer, September 2019 - March 2020

- Developed backend and frontend for a national management system for the Attorney General of Indonesia using PHP Laravel and Bootstrap. Coordinated daily with stakeholders to refine requirements and delivered the system on schedule with a user-friendly interface and efficient server-side logic.

Universitas Bina Sarana Informatika - Indonesia

Lab Assistant, June 2016 - September 2016

- Assisted the lecturer with lab sessions. Guided students in programming concepts and debugging code examples. Supported learning in PHP, C/C++, and Visual Basic.

PT. Mitra Mandiri Informatika - Indonesia

Junior Programmer, April 2016 - September 2016

- Contributed to building decision support system (DSS) applications. Gained hands-on experience in programming and application architecture. Employed VB.net + Microsoft Access and PHP + MySQL technologies.

Education

Master of Business Analytics, Universiti Sains Malaysia, Malaysia. 2024-July 2026

- GPA: 3.50/4.00.
- Relevant Coursework: Data Programming, Predictive Analytics for Business, Machine Learning, and Economic and Management Insight.
- Organization Involvement: AI Trainer in Indonesian Students Association
- Research: The Impact of Artificial Intelligence on Employment in Knowledge-Intensive Industries (In progress)

Bachelor of Information System Management, Universitas Bina Sarana Informatika, Indonesia. 2015-2019

- GPA: 3.79/4.00.
- Relevant Coursework: Databases and Data Structure, Software Engineering, and Project Management.
- Organization Involvement: Leader and Teacher in Programming and Animation Forum
- Publications: Analisis Kepuasan Pengguna Youtube Sebagai Media Pendidikan Menggunakan Model DeLone Dan McLean (2019), • Learning Management System Web-Based Application for Computer Science (2018).