BREGAS SATRIA WICAKSONO

Apple Developer Academy @BINUS - Bali Graduate | Indie Game Developer

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Location: Indonesia

PROFESSIONAL SUMMARY

Software Engineer, Full-Stack Developer, and Game Developer with 4+ years of experience as a tech engineer. Recently graduated from the Apple Developer Academy @BINUS and currently spearheading **Ainotra**, a cross-platform app suite for reading, writing, and localizing e-books. Specialized in high-performance application architecture, AI integration, and bridging the gap between mobile, desktop, and web. Passionate about bringing creative ideas to life through production-ready code and innovative tech exploration.

EXPERIENCE

Founder & Lead Full-Stack Engineer | Ainotra   **01/2024 – Present**

- **Ainotra Reader:** Architected a high-performance, cross-platform AI e-book reader (Web, Android, iOS, Desktop) using React, Tauri, Electron, and Capacitor.

iOS Developer | Apple Developer Academy   **03/2025 – 12/2025**
Bali, Indonesia

- **Nada (iOS, iPad, MacOS):** Engineered a real-time Audio-to-MIDI conversion tool using advanced DSP. Managed pitch correction and low-latency export for professional DAWs.
- **Selecta (iPadOS):** Developed a professional DJ simulation engine with custom audio synchronization and waveform visualization.
- **Skyloon (macOS/iOS/watchOS):** Engineered an experimental survival game using cross-device local networking (iPhone/Apple Watch as motion controllers).
- **Trawl (iOS):** Architected a localized fishing forecast system integrating real-time weather and solunar data.

Unity Developer | MoonGoblin   **07/2021 – 03/2025**
Indonesia

- **Alchemy Profit:** Developed a deep economic simulation engine for a fantasy shop management game.
- **Goblin Adventure:** Engineered a physics-based platforming system for a mobile title with over 50 hand-crafted levels.
- **Crafting for Game Creator:** Published a robust visual node-based editor for the Unity Asset Store, used by hundreds of independent developers.

Business Government Enterprise Service Intern | Telkom Indonesia   **07/2021 – 08/2021**

- Managed client acquisition strategies and professional interaction protocols.
- Organized and processed complex client data sets for enterprise-level service entry.
- Conducted field visits to facilitate high-level client relations and needs analysis.

EDUCATION

Apple Developer Academy   **01/2025 – 12/2025**
Indonesia

Graduate Program specializing in iOS/macOS Development, Design, and Professional Business Skills.

Bachelor of Management | Telkom University   **01/2018 – 12/2022**
Business Administration and Management, General.

TECHNICAL SKILLS

Platforms: iOS, macOS, iPadOS, Android, Web, Desktop (Electron, Tauri)

Languages: Swift, C#, C++, SQL, TypeScript, JavaScript (Bun/Node)

Frameworks: SwiftUI, UIKit, AppKit, React 19, Hono, Capacitor, Tailwind CSS

State & Routing: TanStack Router, TanStack Query, Zustand, Redux, Dexie (IndexedDB)

Infrastructure: Cloudflare Workers, Firebase, Google Drive API, OpenAI API

Tools: Xcode, Unity Engine, Git, CI/CD, Vite, Bun, Wrangler

PROJECTS (SELECTED)

- **Civicomfy:** Integrated model downloader for ComfyUI, enabling seamless search and organization of Civitai models with automated metadata and thumbnail management.
- **Project Ingest (macOS):** LLM context aggregation tool released on the Mac App Store.