

# BREGAS SATRIA WICAKSONO

Product Engineer (iOS, Android, Desktop, & Web)

Indonesia · bregas.sat1@gmail.com · bregas.id · LinkedIn · GitHub

## SUMMARY

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Product-minded engineer who designs and ships end-to-end experiences across Apple platforms, Android and modern web/desktop. Apple Developer Academy @Bali graduate and founder of Ainotra. Strong in Swift/SwiftUI, React/TypeScript, Unity C#, cross-device connectivity, and AI-agents.

## SKILLS

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**Product:** Design thinking process, rapid prototyping, UX/UI iteration, information architecture, interaction design, accessibility-minded UI

**Apple:** Swift, SwiftUI, UIKit, AppKit, Combine, Core Data

**Web/Desktop:** React, TypeScript, TanStack Router/Query, Vite, Tailwind CSS, Tauri, Electron, Capacitor

**Backend/Cloud:** Cloudflare Workers, Hono, Firebase, REST APIs, auth/OAuth flows, email/webhooks

**Tools:** Git, CI/CD, Xcode, Unity, Wrangler, Bun

## EXPERIENCE

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### Founder & Product Engineer | Ainotra

01/2025 – Present

Indonesia

- Built and shipped a cross-platform reading product (Web, Android, iOS, Desktop) with a focus on fast iteration and polished UX.
- Engineered an offline-first library and reading experience using React + TypeScript, local persistence, and sync-friendly data modeling.
- Implemented cross-platform authentication + deep-link flows across desktop and mobile runtimes (Electron/Tauri/Capacitor).
- Designed and implemented serverless APIs (Cloudflare Workers + Hono) and product integrations (payments, email, AI features).

### iOS Developer (Project-Based) | Apple Developer Academy @Bali

03/2025 – 12/2025

Bali, Indonesia

- Shipped multiple product prototypes end-to-end (define scope, build, iterate with feedback, demo and deliver).
- **Nada (iOS/iPadOS/macOS):** built a real-time Audio-to-MIDI pipeline using DSP concepts; optimized latency and export for DAW workflows.
- **Selecta (iPadOS):** implemented a touch-first DJ experience with waveform visualization, tempo sync, and audio engine integration.
- **Skyloon (macOS/iOS/watchOS):** prototyped cross-device local multiplayer input (iPhone/Apple Watch as motion controllers) with low-latency networking.
- **Trawl (iOS):** built a location-aware fishing companion using weather + solunar data, offline usability, and a digital catch log.

### Independent Unity Developer | MoonGoblin

07/2021 – 03/2025

Indonesia

- Built and shipped games/tools in Unity with an emphasis on fun, responsive feel, performance, and clear UX for creators.
- **Crafting for Game Creator:** published a node-based crafting editor on the Unity Asset Store (workflow automation for indie devs).
- **Goblin Adventure:** implemented a physics-based mobile platformer controller and level systems for 50+ handcrafted stages.
- **Alchemy Profit:** developed a simulation-driven economy loop for a shop-management game.

- Supported enterprise client operations: data entry/validation, client coordination, and field visit preparation.

## EDUCATION

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**Telkom University — Bachelor of Management****01/2018 – 12/2022**

Business Administration and Management

## PROJECTS

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**MacDirect (macOS)****2025**

Distribution app + updater framework (Sparkle alternative)

- Automates build/sign/notarize + packaging (DMG/ZIP/PKG), generates an update feed (updates.json), and installs updates securely via Team ID verification and a helper app.

**Defau (macOS)****2025**

Default apps manager with monitoring + folder routing rules

- Uses LaunchServices/UTType to manage default handlers, adds per-folder rules to route file opens, and logs external changes with safety warnings for critical associations.

**Civicomfy****2025**[github.com/MoonGoblinDev/Civicomfy](https://github.com/MoonGoblinDev/Civicomfy)

- Integrated model search + one-click downloads for ComfyUI, with automatic metadata/thumbnails and directory organization.

**Project Ingest (macOS)****2023**

- LLM context aggregation utility released on the Mac App Store; scans codebases while respecting .gitignore and exports an LLM-friendly bundle with token estimation.