

# ANDIKA LEONARDO

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## EDUCATION

**Bina Nusantara**

**Sept. 2016 – June 2020**

*Bachelor Degree in Computer Science 3.42/4.0 GPA*

*Jakarta, Indonesia*

- Honors thesis: Online printing services Application for ordering document printing in Android
- Course Work: Software Design, Software Design Pattern, Data Structures, Database, Software Engineering.

## SKILLS

### Programming Language

- Golang, , JAVA, JavaScript, TypeScript, Django, SQL ,HTML,CSS/Sass,

### Frameworks

- React, React Native, jQuery, Node, Gorm

### Tools & Platform

- Bash, Git, MySQL, PostgreSQL, DynamoDB, Docker, Kubernetes, Heroku, AWS, Grafana, Portainer,

### Miscellaneous

- Event Driven Microservice, Lean/agile principles,TDD,, Simple Design, Waterfall Model

**Languages** Bahasa (Native), English (Fluent), Chinese (Proficient)

## WORK EXPERIENCE

### Epidemic Sound

**April 2024 - Present**

*Software Engineer*

*Stockholm, Sweden*

- implement algorithms with Django & Golang for digital signal processing, with a focus on audio.

### Digital Natives

**February 2022 - Present**

*Lead Software Engineer*

*Jakarta, Indonesia*

- Building and maintaining Code, Scraping Data for research & development, Integration for partners and client
- notable clients: Elected Political Candidates, Amar Bank, BPJamsostek, Tata Motors, Adidas Manufacture ID.

### Sahara

**February 2022 - January 2024**

*Lead Software Engineer*

*Jakarta, Indonesia*

- Coding, Building and maintaining Engineering Culture, Redesign Architecture for all Platforms.
- Create, Tracking, Monitoring and Reporting All KPI Engineering Goal, Timeline, Roadmap.

### Sportiv

**September 2020 - January 2022**

*CoFounder & Lead Software Engineer*

*Bandung, Indonesia*

- Raised Pre-Seed \$550k, Built a small, solid team of 30 engineers, products, and designers. with a good engineering culture.
- Built MVP Booking Android & iOS app, Next.js back-end from scratch with full tests, allowing us to achieve a lot more with just a small team.

### Brave Browser

**February 2019 - March 2020**

*iOS Engineer*

*San Francisco, United States*

- Develop bookmark saving feature that integrates functionalities for user management, browser config, session management.
- Migrate and replace core feature from Swift to objc

### Apple Developer Academy ID

**February 2019 - February 2020**

*iOS Engineer Intern*

*BSD City, Indonesia*

- Generate creative and innovative app concepts and conduct in-depth user research to understand user needs, behaviors, and motivations. Make the product into high-fidelity prototypes and Mvp.
- Conduct product tests to gather feedback, identify usability issues, and iterate on tech.

### BukaLapak

**August 2018 - January 2019**

*iOS Engineer Intern*

*Jakarta, Indonesia*

- Handle the seamless migration of internal tools within the Customer Experience from Objective-C to Swift. Ensure the maintenance of feature parity and preservation of all pre-existing functionalities throughout the entire transition process.

## HACKATHON & PROJECTS

### Apple WWDC Swift Student Challenge

**June 2018**

*San Francisco, United States*

- Won the 2018 ticket with Golf GO, golf game written in 1000 lines. Achieved runtime mesh modification by applying noise value