

ANDIKA LEONARDO

Website: arsx.xyz

Github : github.com/andikaleonardo

Email : leonardodika.13@gmail.com

LinkedIn : www.linkedin.com/in/leonardodika

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 obj-c

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