

AGUS SYAHRIL MUBAROK

SOFTWARE ENGINEER

- ❖ Central Jakarta, Indonesia
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Software Engineer with a strong background in software development, system architecture, and cloud computing. Experienced in building and optimizing production-grade applications, with a focus on improving development workflows, enhancing system reliability, and automating infrastructure to increase efficiency, scalability, and performance.

RELATED EXPERIENCES

Software Engineer - Hand Enterprise Solutions Indonesia

September 2024 - Present

- Analyze background warnings, identify potential issues, and report them promptly to ensure timely resolution.
- Monitor system performance, conduct initial data analysis, and work with the business team to make adjustments based on customer needs.
- Optimize system performance by collecting and analyzing key metrics, and collaborate with the technology team to enhance secondary systems.

Software Engineer - MZS Software House

December 2021 - October 2023

- Developed and optimized backend systems using Golang and PHP frameworks (Laravel).
- Managed and optimized databases to improve query efficiency and system performance.
- Wrote clean, efficient, and testable code following software engineering best practices.
- Monitored application performance, debugged issues, and resolved backend system errors.
- Implemented CI/CD pipelines and automated deployment using Docker, Kubernetes.
- Collaborated with cross-functional teams and conducted code reviews.

RELATED SKILLS

Programming Language

Go, Python, Java, Spring Framework.

Tools & Technologies

Distributed Systems, Linux Administrator, Networking, Kafka, CI/CD, Cloud Services (AWS), Containerization, IaC, Kubernetes, Monitoring & Logging (Prometheus, Grafana, ELK, Graylog, OpenTelemetry), Database and Storage Management, Software Instrumentation.

Soft Skills

Observability, Analytical Problem-Solving, Collaboration, Adaptability & Continuous Learning.

EDUCATIONAL BACKGROUND

- ❖ **Universitas Islam Al-Ihya Kuningan**, 2020- 2024
Bachelor of Computer Science in Informatics, GPA: 3.88
Thesis : Development of Prototype Automatic Waste Classification System based on Robotics and Machine Learning.
- ❖ **SMK Pertiwi Kuningan**, 2014- 2017
Computer and Network Engineering
Final Project : IoT-based Smart School System Design and Implementation.

COURSE AND CERTIFICATION

- ❖ **Mobile Development (Android)** - Bangkit Academy, February - July 2024.
Mastered Kotlin, Android SDK, and modern app design. Developed user-friendly mobile apps and integrated AI technologies for personalized experiences and predictive analytics.
- ❖ **Backend Developer (NodeJS)**, Dicoding Indonesia, January - September 2023.
Specialized in Node.js, RESTful APIs, and microservices architecture. Strengthened skills in JavaScript, Hapi.js, Express.js, and database management to build scalable and secure backend solutions.
- ❖ **Scalable Web Service (Go)**, Digital Talent KomInfo, February - June 2022.
Gained expertise in Go's concurrency model, performance optimization, and scalable architecture. Built high-performance web services for handling high traffic and complex data processing.

ADDITIONAL INFORMATION

- ❖ Site : <https://mrschwartx.github.io>
- ❖ LinkedIn : <https://www.linkedin.com/in/agussyahrilmubarok>
- ❖ GitHub : <https://github.com/mrschwartx>