

MUHAMMAD ANAS ALQOYYUM

Software Engineer

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WORK EXPERIENCE

AccelByte Inc.

Software Engineer

Remote / Washington, USA

Jun 2021 – Present

- Initiated the migration of multiple documentation sites into a unified platform using Docusaurus with custom branding.
- Contributed and led the development of breakthrough applications, including web and desktop applications (React & Electron) and backend services (Node.js, Golang).
- Implemented a Git-based workflow with automated “pull request previews” to streamline content review processes.
- Enabled automation to reduce manual engineering efforts in customizing customer-specific needs.
- Enhanced documentation and internal workflows (testing, CI/CD, etc), ensuring better accessibility and usability for both internal and external stakeholders.
- Created, reviewed, and maintained multiple technical specifications, product requirements, and UI designs.
- Created standardized load testing process for frontend framework (Remix.js with Node.js) and improving the performance of the application based on the load testing result. Resulting in a 10x performance improvement and minimizing load to the VM.

Saraf Design

Software Engineer Fullstack / Founding Engineer

Semarang, Indonesia

Jan 2019 – Dec 2021

- Successfully conceptualized, developed, and fixed over 30 projects, both large-scale and small-scale, catering to diverse client requirements.
- Collaborated closely with clients to outline project goals and scope.
- Developed web application using Laravel and Vue.js.

Undip Career Center (UCC)

Software Engineer Fullstack (Contract)

Semarang, Indonesia

Apr 2021 – Jun 2021

- Developed and delivered job seeker center website using Laravel and Vue.js.

Diponegoro University

Laboratory Assistant

Semarang, Indonesia

Jan 2020 – Dec 2020

- Managed the laboratory including schedule, finding assistant for lecturer, maintain laboratory PC.
- Created a proper schedule without any clash for each subject.
- Manage dozens of assistant lecturers every day before teaching the student.

Meteorology, Climatology, and Geophysical Agency (BMKG Jawa Tengah)

Fullstack Web Developer Intern

Semarang, Indonesia

Dec 2019 – Mar 2020

- Developed interactive website called Online System Service (SIMS) using React.js and Three.js for 3D visualization of weather data.
- Integrated the website with existing website, so people can order tickets for BMKG data collection online.
- Guided 2 staff members to manage the website system, providing steps on how to use, independently make minor updates and changes in business process.

EDUCATION

Diponegoro University

Bachelor of Science in Computer Science

Semarang, Indonesia

Jun 2017 – May 2021

- **Honors:** 3.62 / 4.0 GPA, Cumlaude
- **Courses:** Algorithms & Data Structures, Machine Learning, Languages and Automata Theory, Computing and Graphics
- **Thesis:** YOLOv4 Algorithm Implementation Based on Darknet and Optical Character Recognition on Vehicle License Plate Detection
- **Activities:** Student Board - Appointed as Head of Communication and Information

LEADERSHIP AND ACTIVITIES

Informatics Student Board (HMIF)

Head of Communication and Information

Semarang, Indonesia

Jan 2019 – Jan 2020

- Led a team of peers in managing communication strategies and information flow for the University Student Board.
- Illustrated, created and conceptualized the design of post content. Mainly Instagram and Line account of HMIF undip
- Managed and developed HMIF Undip website.

- Illustrated, created and conceptualized the design of post content. Mainly Instagram and Line account of HMIF undip
- Managed HMIF Undip website.

PROJECTS

Lazy Bitbucket Dashboard

OSS

- A terminal user interface (TUI) apps for browsing Bitbucket pull requests built with Bubble Tea and the Charm framework.

Dead Simple Markdown Notes

OSS

- A simple markdown note taking app with a focus on speed and simplicity.

konasute-autoscener

OSS

- OBS Auto Scene Switcher for Konami's Sound Voltex (Arcade & Konasute) using WebSocket to explore OBS WebSocket Plugin.

Ansible as a (reproducible) workstation environment

OSS

- Ansible playbook collection to setup new workstation (Mac & Linux) with all the necessary tools and configurations that I needed.

Hikari

OSS

- Yet another customization frontend for video games with AIR movement.
- Written with a detailed and easy-to-use dockerized environment on how to deploy on a home arcade environment.
- Fullstack written with Next.js and using MariaDB. Docker and Nginx is used during deployment.

HONORS AND AWARDS

Funded Project in Student Creativity Week (PKM)

Jakarta, IndonesiaIssued by *Ministry of Education and Culture*

Sep 2020

- Served as the speaker and presented in the event.

Silver Award Indonesia Inventors Day

Jakarta, IndonesiaIssued by *Indonesian Invention and Innovation Promotion Association (INNOPA)*

Aug 2019

LICENSES AND CERTIFICATIONS

Junior Fullstack Web Developer License

Issued by *National Certification Agency for Professional Certification (BNSP)*

Sep 2020

Basic Student Management Skills Training (LKMM-D)

Issued by *BEM FSM Undip*

Jan 2018

RESEARCH AND PUBLICATIONS

YOLOv4 Algorithm Implementation Based on Darknet and Optical Character Recognition on Vehicle License Plate Detection

Published on *AIP Conference Proceedings in The 6th International Conference On Energy, Environment, Epidemiology And Information System (ICENIS)*

May 2023

SKILLS, LANGUAGES, INTERESTS

- **Languages:** Bahasa Indonesia (Native Speaker), English (Business proficiency), Japanese (Basic proficiency)
- **Soft Skills:** Public Speaking, Debating, Communication, Critical Thinking, Leadership, Persuasive Writing, Technical Writing
- **Programming:** Javascript & Typescript, HTML, CSS, Golang, Python, Java, SQL, PostgreSQL, Typst, LaTeX
- **Tools:** Git, Docker, Visual Studio Code, Neovim, Figma
- **Web Development:** React, Electron, Docusaurus, Next.js & Remix.js, Three.js, Vue, Svelte & Sveltekit, Tailwind CSS, Node.js, Bun, FastAPI, Flask, Laravel, Spring Boot
- **Data Analytics:** Jupyter Notebook, Numpy, Pandas, Plotly
- **Interests:** Arcade Games, Music Production, Reading Non-fiction, Classical and Original Soundtrack Music, Bullet Points Document