

MUHAMMAD ANAS ALQOYYUM

Software Engineer

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WORK EXPERIENCE

AccelByte Inc.

Software Engineer

Remote / Washington, USA

Jun 2021 – Present

- Led architecture of the code-generated TypeScript Web SDK from OpenAPI to a strongly typed client, modularizing generator templates and eliminating most hand-written wrappers, reducing integration time for product teams and customers.
- Contributed and led the development of core applications, including web and desktop applications (React & Electron) and backend services (Node.js, Golang).
- Automated customer-specific solution customization through an in-house visual app editor, significantly reducing manual engineering effort.
- Designed and maintained automated semantic versioning & release pipeline (conventional commits + changelog generation) for TypeScript Web SDK ensuring predictable upgrade paths and clear migration notes for integrators.
- Enhanced documentation and internal workflows (testing, CI/CD, etc), ensuring better accessibility and usability for both internal and external stakeholders.
- Initiated the migration of multiple documentation sites to Docusaurus with custom branding and automated PR-preview workflows, improving content review throughput by 30%.
- Established standardized load-testing processes for the frontend framework (Remix.js + Node.js), achieving a 7x performance improvement and reducing VM load.
- Authored and maintained technical specifications, product requirements, and UI designs to support cross-functional delivery.

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.

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 2020 – 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.

PROJECTS

msr-archiver

OSS

- Bun-based TUI and Golang CLI for archiving Arkknights OSTs from monster-siren.hypergryph.com with album/song metadata, cover art, lyrics, and ffmpeg-powered WAV-to-FLAC conversion.

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, Indonesia

Issued by *Ministry of Education and Culture*

Sep 2020

- Served as the speaker and presented in the event.

Silver Award Indonesia Inventors Day

Jakarta, Indonesia

Issued by *Indonesian Invention and Innovation Promotion Association (INNOPA)*

Aug 2019

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)
- **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, Node.js & Bun, Vue, Svelte & Sveltekit, Three.js, Tailwind CSS, Laravel
- **Data Analytics:** Jupyter Notebook, Numpy, Pandas
- **Interests:** Arcade Games, Reading Non-fiction, Classical and Original Soundtrack Music, Bullet Points Document