MUHAMMAD ANAS ALQOYYUM

Software Engineer

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WORK EXPERIENCE

AccelByte

Remote / Washington, USA

Jun 2021 - Present

Software Engineer

- Spearheaded the migration of multiple documentation sites into a unified platform using Docusaurus with custom branding.
- Implemented a Git-based workflow with automated "pull request previews" to streamline content review processes.
- Contributed to the development of breakthrough applications, including web and desktop applications (React & Electron) and backend services (Node.js, Golang).
- · Enabled automation to reduce manual engineering efforts in customizing customer-specific needs.
- Enhanced documentation and internal workflows, ensuring better accessibility and usability for both internal and external stakeholders.
- · Created, reviewed, and maintained multiple technical specifications, product requirements, and UI designs.

EDUCATION

Diponegoro University

Semarang, Indonesia

Jun 2017 - May 2021

Bachelor of Science in Computer Science

- 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)

Semarang, Indonesia

Jan 2018 - Jan 2019

Head of Communication and Information

- · 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 website of HMIF Undip

PROJECTS

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 (reproducable) workstation environment

OSS

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

Hikari

Private Works

- 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

Sep 2020

Issued by Ministry of Education and Culture

• Served as the speaker and presented in the event.

Issued by 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, Rust, SQL, PostgreSQL, Typst, LaTeX
- Tools: Git, Docker, Visual Studio Code, Neovim, Figma
- Web Development: React, Electron, Docusaurus, Next.js & Remix.js, million.js, Vue, Svelte & Sveltekit, Tailwind CSS, Node.js, Bun, FastAPI, Flask
- Data Analytics: Jupyter Notebook, Numpy, Pandas, Plotly
- Interests: Arcade Games, Music Production, Reading Non-fiction, Classical and Original Soundtrack Music, Bullet Points Document