

Muhamad Andung Muntaha

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Jakarta, Indonesia
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A T-shaped software engineer who has breadth knowledge in IT and recently decided to pursue the depth in embedded world. A lifelong learner aiming to be an M-Shaped engineer and keen to develop another vertical knowledge in AI and network/application security. Always carries a *can do* attitude, who faces challenges with courage, adapts quickly, and strives to give high-impact contribution to the organization/customer.

Work Experience

- **SoleMetrix** Singapore (Remote)
Embedded Software Engineer *June 2020 - present*
 - Designing and implementing a Zephyr RTOS-based embedded software for a sport technology wearable device.
 - Implementing a ranging protocol using ultra-wideband with 5cm precision.
 - Implementing a compression algorithm to stream sensor data efficiently to the host computer.
 - Defining and implementing a BLE peripheral and its characteristics as the device's API.
 - Implementing device drivers to interface with external modules (EEPROM, IMU, and UWB).
 - Implementing an automated hardware-in-the-loop testing environment.
- **Nodeflux** Jakarta, Indonesia
Lead Embedded Software Engineer *August 2019 - May 2020*
 - Designed and implemented an embedded linux architecture, OTA software update strategy, and remote shell mechanism for an edge computing platform.
 - Built a custom embedded linux operating system using Yocto build system.
 - Developed machine learning applications using CPU only and GPU accelerator.
 - Leading a team of three software engineers.
- **Scania RnD** Stockholm, Sweden
Thesis Research in Real-Time Systems *January 2019 - June 2019*
 - Reduced hardware-in-the-loop real-time simulator troubleshooting time by developing a centralized logging & monitoring system.
 - Improved the system development process by introducing a formal schedulability analysis method based on time demand analysis to validate the system's timing requirement.
- **Freelance** Stockholm, Sweden
Embedded Software Developer *August 2018 - December 2018*
 - Developed a cellular network automatic testing device, developed using Qt on embedded linux.
 - Developed bike sharing IoT hardware prototypes by designing and implementing the software in Arm MbedOS while satisfying the system's low-power requirement and addressing an unreliable network constraint.
- **KTH MIST Student Satellite Project** Stockholm, Sweden
Embedded Software Developer *March 2018 - December 2018*
 - Achieved a significant milestone in the end-to-end satellite communication by implementing a MISRA-C compliance radio communication API.
 - Minimized the functional testing time by introducing a radio link communication simulator.
 - Introduced a proof-of-concept in processing experiment data by extending the ground station software.
- **Schlumberger** Jakarta, Indonesia
IT Engineer & Application Developer *November 2013 - June 2017*
 - Booked \$5.5M soft cost savings by introducing 15 Sharepoint applications, 2 web applications, and 2 mobile applications which transformed internal business processes to reduce non-productive time, prevent risks, and increase revenue.
 - Awarded as the winner of the transformation award 2017 by developing a web and mobile application to increase Account Receivable turnover ratio.
 - Awarded as the best IT engineer based on user satisfaction feedbacks as well as excellent performance in maintaining IT services quality and availability.

Education

- **KTH Royal Institute of Technology** Stockholm, Sweden
M.Sc. Information and Communication Technology, minor: Embedded Systems *August 2017 - June 2019*
 - Related courses: Embedded Systems, Embedded Software, Software Reliability, Compiler and Execution Environment, Networked Systems Security, and Modern Method in Software Engineering.
 - Thesis: Non-intrusive Logging and Monitoring System of A Parameterized Hardware-in-the-loop Real-Time Simulator.
- **10 Nopember Institute of Technology** Surabaya, Indonesia
B.Eng. Electrical Engineering, minor: Computer Engineering *August 2009 - July 2013*
 - Related courses: Embedded Systems, Computer Architecture, Data Communication, Computer Networks, Computer Vision, Algorithm & Data Structure, and Artificial Intelligence.
 - Thesis: Self-localization of Humanoid Robot Inside Soccer Field Using Triangulation and Particle Filter Methods.

Skills

- **Programming Language:** C, C++, C#, Go, Python, JavaScript, Shell Script
- **Real-Time OS:** Zephyr, ARM MbedOS, MicroC/OS-II, FreeRTOS, RT-Linux
- **Web Technology:** VueJs, .Net Core, ELK Stack, Socket.IO
- **Cross Platform:** Qt, Xamarin
- **Others:** Backend and network programming, Embedded Linux, IT Operations, IT Security, Cloud Technology, Container Orchestration, Networking.

Industry Certifications

- Cisco Certified Network Associate Routing and Switching (CCNA) - 2016
- ITIL Foundation - IT Service Management - 2015
- Microsoft Certified IT Professional - 2015
- ISC2 System Security Certified Practitioner (SSCP) - 2014

Courses

- Beginning Test Driven Development in C++ - Udemy, 2018
- C++ for Programmers - Udacity, 2018
- ITIL Foundation in IT Service Management - Jakarta, 2016
- Schlumberger Route 45 Leading Change Agent Training - Jakarta, 2016
- Cross Platform Mobile Application Development Using Xamarin - Jakarta, 2015
- Configuring Cisco Switch and Router - Jakarta, 2014
- Value Creation for the Business through IT Enablement - Paris, 2014

Honors & Awards

- Awardee of LPDP Scholarship PK87 2017
- Jakarta Fishackathon Winner 2017
- Schlumberger Indonesia transformation award 2017
- Schlumberger Indonesia Best IT Engineer 2016
- Runner up Indonesian Intelligence Robot Contest 2012