

Muhamad Andung Muntaha

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Jakarta, Indonesia
September 16, 2019

A T-shaped software engineer with a demonstrated history in delivering professional projects using various technology. My skills vary from working with low-level stuff up to building distributed systems. Currently sharpening my specialty in the area of embedded linux and real-time systems. I adapt quickly and strive to contribute more to the organization.

Work Experience

- **Nodeflux** Jakarta, Indonesia
Lead Embedded Software Engineer August 2019 - present
 - Designing embedded linux architecture for an edge computing platform.
 - Developing machine learning application based on NVIDIA hardware.
 - Leading a team of three software engineer.
- **Scania Sverige** Stockholm, Sweden
Thesis Worker in Real-Time Systems January 2019 - June 2019
 - Reduced HIL real-time simulator troubleshooting time by developing logging & monitoring system.
 - Improved the system development process by introducing a formal schedulability analysis method based on the time demand analysis to validate the system's timing requirement.
- **Freelance** Stockholm, Sweden
Embedded Linux Developer August 2018 - December 2018
 - Delivered 2 cellular network automatic testing devices, developed using Qt on embedded linux.
- **Ontel AB** Stockholm, Sweden
Embedded Software Developer March 2018 - December 2018
 - Delivered 2 types of bike sharing IoT hardware prototypes by designing and implementing the software in Arm MbedOS while maintaining 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.
 - Nominated as the winner of the transformation award 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 availability.

Education

- **KTH Royal Institute of Technology** Stockholm, Sweden
M.Sc. Embedded Systems, minor in Embedded Software 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 in 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, Bash
- **Real-Time OS:** Arm MbedOS, MicroC/OS-II, FreeRTOS, RT-Linux
- **Cross Platform:** Qt, Xamarin
- **Other:** Microservices in Embedded Linux, Cloud Technology, Docker, Build systems, Git

Honors & Awards

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