Anugrah Surya Putra

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SUMMARY

Passionate Mobile Engineer with 2+ years of experience developing cross-platform applications using Flutter and Kotlin Multiplatform. Specialized in crafting clean, maintainable code and collaborating in Agile teams to deliver seamless user experiences. Strong foundation in clean architecture, API integration, and performance tuning.

EXPERIENCE

BRIK Indonesia — South Jakarta, Indonesia
Mobile Engineer — *Aug 2025 - Present*

- Maintained and enhanced two mobile applications: BRIK Hub (internal cross-platform business operations app) and PaintPro Loyalty (customer-facing loyalty program), both developed using Flutter.
- Collaborated with product managers, UI/UX designers, backend developers, and QA engineers to define requirements and deliver incremental feature updates across both applications.
- Diagnosed and resolved software issues to improve stability, responsiveness, and overall user experience.
- Refactored core modules to improve code readability, maintainability, and compliance with clean architecture principles.
- Implemented customer-facing features in PaintPro Loyalty, such as rewards management and user engagement flows, while ensuring smooth backend integration.
- Enhanced internal workflows in BRIK Hub to support sales operations, order processing, and cross-department usage.
- Monitored app performance and user behavior with Firebase analytics, crash reporting, and performance monitoring tools.
- Designed, built, and optimized a CI/CD pipeline to automate APK builds, testing, and release processes, increasing development efficiency.
- Managed deployments by publishing updated builds to the Google Play Store (PaintPro Loyalty) and distributing internal testing versions via App Center (BRIK Hub).

PT. Semesta Arus Teknologi — South Jakarta, Indonesia
Mobile Engineer — *Jun 2024 - Jul 2025*

- Developed cross-platform mobile applications using Flutter and Kotlin Multiplatform (KMP) for iOS and Android, ensuring a seamless and consistent user experience.
- Participated in full-cycle development from design to deployment, aligned with SDLC principles.
- Engineered scalable and maintainable application architectures by applying clean architecture principles, improving code quality and development efficiency.
- Collaborated with backend teams to integrate RESTful APIs and ensure system stability.
- Diagnosed and resolved critical bugs and performance issues, reducing crash rates and improving overall application stability.
- Implemented and integrated new features into existing applications, enhancing user experience and expanding app capabilities.
- Contributed to technical documentation for development handoff and future maintenance.

PT. Inovasi Karya Mahendra (INKARA) — Bandung, Indonesia
Mobile Developer Apprenticeship — *Mar 2023 - May 2023*

- Developed app prototype, "Kantin Virtual" for the Faculty of Engineering at Universitas Pasundan.
- Designed and Implemented user interface using Flutter Framework.
- Independently completed the project within three-months apprenticeship.

PROJECT EXPERIENCE

Cosmic App KIOSK Touchscreen — South Jakarta, Indonesia
PT. Semesta Arus Technology — *Oct 2024 - Feb 2025*

- Enhanced and maintained a KIOSK touchscreen application for the Bureau of Publishing (Biro Penerbitan) at the House of Representatives of Indonesia (DPR RI).
- Refactored the codebase to improve readability, maintainability, and overall code quality.
- Implemented a device power scheduling feature using Android's AlarmManager to automate power on/off operations.
- Developed an auto-return mechanism that resets the WebView to the base URL after a period of user inactivity.
- Integrated WebSocket functionality to enable real-time action triggering.
- Implemented a heartbeat mechanism to regularly signal application status to the server.

Quraani - Quran Mobile App — Lebak, Indonesia
Personal Project — *Apr 2024 - May 2024*

- Developed a lightweight, user-friendly quran app for Android using Flutter.
- Focused on providing a clean interface for an optimal reading experience.
- Integrated features such as bookmarks, search functionality, and share verse to social media platforms

E-Market Mobile Applications   **Bandung, Indonesia**

Academic Project   *Dec 2022 - Jun 2023*

- Conducted system analysis and user requirements gathering to determine the main features of the apps.
- Designed and developed dual-sided e-marketplace apps ("E-Market Seller" and "E-Market Buyer") using Figma and Flutter framework.
- Utilized Firebase for backend integration and data storage.
- Integrated Google Maps API for user location services.
- Performed blackbox testing to ensure application features, achieving a 100% test pass rate for the E-Market Seller app dan 95% for the E-Market Buyer app.
- Presented the project results at the thesis defense and received a score of 4.00 (Grade A).

EDUCATION

Universitas Pasundan   **Kota Bandung, Indonesia**

Bachelor of Engineering   *Graduation Date: Jul 2023*

SKILLS

Technologies: Android, Kotlin, Compose Multiplatform, Dart, Flutter, Firebase, REST API, Git

Tools: Android Studio, Figma, VS Code, Neovim

Skills: Problem Solving, Adaptability, Communication, Third-party API Integration, Performance Optimization

Languages: English (Professional Working Proficiency), Bahasa Indonesia (Native)