

Ardyan

iOS Engineer

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PROFILE

Ardyan is an experienced iOS engineer with 2 years of diverse industry experience, including startups and corporations. He possesses a strong passion for native development on Apple's platform, particularly iOS.

Ardyan is skilled in Scrum and Agile methods, as well as Waterfall development. He takes a keen interest in the software development lifecycle and places great emphasis on product sustainability, developer collaboration, and user data security. Therefore, he finds topics such as clean code, design patterns, and architectural patterns particularly intriguing.

As a former generalist turned specialist, Ardyan has the ability to view the software development process holistically with a broad perspective, without compromising his attention to specific and detailed aspects.

Moreover, Ardyan excels in managerial roles, having successfully led a team of 20 individuals in a previous project. His managerial and administrative expertise allows him to maintain agility while ensuring high-quality work and effective team communication.

PROFICIENCY

Languages	● Swift		
IDEs / Editors	● Xcode		
App Frameworks	● UIKit	● SwiftUI	
User Interface	● Storyboard ● XIB	● UIKit programmatically ● SnapKit	● SwiftUI
Apple Technologies	● CoreData ● UserDefaults ● Keychains	● NotificationCenter ● CoreLocation ● MapKit	● ARKit ● WatchKit ● CoreMotion
Tools	● Xcode ● App Store Connect	● SourceTree ● Postman	● TestFlight ● Figma
Developer Tools	● Xcode Simulator ● Xcode Instruments	● Create ML	
Testing	● XCTest		
Architectures	● VIPER ● MVVM	● MVC ● Clean Architecture	

LAST EXPERIENCES

[Learning Project] **iOS Engineer** — Apple Developer Academy

March 2023 – Now

- Attending the first Apple Academy in Asia—The world-class academy for developers.
- Learning Apple platform development life-cycle, Apple's technology, frameworks, and APIs.

iOS Engineer — Transvision

December 2022 – March 2023

- Developed Transvision VOD (Video on Demand) app for Apple platform (iOS, iPadOS, tvOS).

iOS Engineer — Sekolah.mu

November 2021 – November 2022, *iOS Engineer*

- Developed the initial release of the Karier.mu app for iOS devices, which is the professional career development business unit of Sekolah.mu. The app was built using Swift language, UIKit framework, and VIPER design pattern, along with Cocoapods, Firebase, and Qiscus chat SDK.
- Created the Sekolah.mu Design System for the iOS app, which utilizes native components of UIKit, including XIB and programmatic UI, and was distributed using Swift Package Manager.

April 2021 – November 2021, *Frontend Engineer*

- Developed a learning management system web app (dashboard and customer-facing).
- Part of Sekolah.mu's core business chapter (Academic) and responsible for developing program and class activity modules.
- Ran development sprint with the Scrum team.

UX designer, Editor — biMBA AIUEO

November 2018 – September 2020

- Revamped the company website for a better user experience.
- Developed a website content team and reach out to new business lines in digital media to optimize marketing outcomes within 6 months.

HONORS & AWARDS

WWDC23 Winner from Apple, Apr '23 — *Apple Worldwide Developer Conference 2023*

Honor Award from Hacktiv8, Mar '21 — *Full-Stack Javascript Bootcamp Program*

EDUCATION

Universitas Terbuka — *Faculty of Economics, Management Program, 2012-2019*