

<div>Achmad Safruddin</div> <div>Mobile & Front-End Engineer</div> <div><div><div><div></div></div><div>Central Java, Indonesia</div></div><div><div><div></div></div><div>(+62) 813-9379-1414</div></div><div><div><div></div></div><div>asafruddin022@gmail.com</div></div></div>		
Profiles	<div><div><div></div></div>achmad-safruddin</div> <div><div><div></div></div>asafruddin</div>	
Summary	<div>Dynamic Mobile and Front-End Engineer with 5+ years of experience delivering high-performance, cross-platform applications for iOS, Android, and Web. Expertise in Flutter, React Native, and Next.js, with a proven track record of optimizing high-traffic platforms serving millions of weekly users. Experienced in technical leadership, mentoring junior engineers, and managing end-to-end product development and deployment.</div> <div>TECHNICAL SKILLS</div> <div><div><div></div><div>Mobile Development:</div><div>Flutter (Dart), React Native (TypeScript, JavaScript)</div></div><div><div></div><div>Web Development:</div><div>React.js, Next.js (TypeScript)</div></div></div> <div>Tools & Methodologies: Git, CI/CD, Agile/Scrum, State Management (e.g., Redux, Provider)</div>	
Experience	<div><div><div><div>Xcidic Teknologi Indonesia</div><div>Engineer</div></div><div>November 2023 – Present</div><div>Jakarta (Remote)</div></div><div><div><div><div><div></div></div><div>Engineered and maintained high-performance web applications using Next.js and React.js, supporting a platform utilized by millions of weekly users.</div></div><div><div></div><div>Led the successful integration of Amity, enhancing real-time communication features and significantly improving user collaboration metrics.</div></div><div><div></div><div>Reduced technical debt by diagnosing and resolving 50% of reported critical bugs, ensuring stable and smooth application performance.</div></div><div><div></div><div>Managed and executed regular feature updates and deployments to the Apple App Store and Google Play Store, consistently meeting strict release timelines.</div></div></div></div><div><div><div><div>PT. Mota Kasir Indonesia</div><div>Mobile Engineer</div></div><div>May 2025 – August 2025</div><div>Remote</div></div><div><div><div><div><div></div></div><div>Optimized application stability across key products (POS, Owner, and CRM) by proactively diagnosing and fixing critical legacy bugs.</div></div><div><div></div><div>Managed the entire deployment pipeline for multiple applications to the Google Play Store, ensuring compliance and timely releases.</div></div></div></div><div><div><div><div>Freelance</div><div>Mobile Engineer</div></div><div>October 2023 – October 2024</div><div>Remote</div></div><div><div><div><div><div></div></div><div>Architected and led the development (90% completion) of a vehicle rental and parking application using Flutter, focusing on scalability and optimal User Experience (UX).</div></div><div><div></div><div>Successfully managed client relationships, analyzed feedback, and efficiently resolved 60% of all change requests and feature modifications.</div></div></div></div><div><div><div><div>Majoo Teknologi Indonesia</div><div>Mobile Engineer</div></div><div>March 2022 – July 2023</div><div>Jakarta/Malang (Remote)</div></div><div><div><div><div><div></div></div><div>Spearheaded the end-to-end development of a high-impact cashier application from concept to production, achieving over 100,000 downloads on the Google Play Store.</div></div><div><div></div><div>Implemented critical post-launch features, directly contributing to increased user retention and significant application growth.</div></div></div></div><div><div><div><div>Media Sarana Akses (GMEDIA)</div><div>Mobile Engineer</div></div><div>February 2020 – February 2022</div><div>Yogyakarta</div></div><div><div><div><div><div></div></div><div>Led a mobile development team for 6 months, achieving a 100% success rate in meeting project deadlines.</div></div><div><div></div><div>Delivered 70% of the company’s client portfolio projects, deploying successfully to both the Google Play and Apple App Stores.</div></div><div><div></div><div>Provided mentorship to interns on software architecture best practices and agile development methodologies.</div></div></div></div></div></div></div></div></div>	
Education	<div><div><div><div>Universitas Teknologi Yogyakarta</div><div>Computer Science</div><div>3.9</div></div><div>September 2016 – April 2021</div><div>Bachelor of Computer Science</div></div></div>	