

Achmad Safruddin

Mobile & Front-End Engineer

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Profiles

 [achmad-safruddin](#)

 [asafruddin](#)

Summary

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.

TECHNICAL SKILLS

- **Mobile Development:** Flutter (Dart), React Native (TypeScript, JavaScript)
- **Web Development:** React.js, Next.js (TypeScript)

Tools & Methodologies: Git, CI/CD, Agile/Scrum, State Management (e.g., Redux, Provider)

Experience

Xcidic Teknologi Indonesia

November 2023 – Present

Engineer

Jakarta (Remote)

- Engineered and maintained high-performance web applications using Next.js and React.js, supporting a platform utilized by millions of weekly users.
- Led the successful integration of Amity, enhancing real-time communication features and significantly improving user collaboration metrics.
- Reduced technical debt by **diagnosing and resolving 50% of reported critical bugs**, ensuring stable and smooth application performance.
- Managed and executed regular feature updates and deployments to the Apple App Store and Google Play Store, consistently meeting strict release timelines.

PT. Mota Kasir Indonesia

May 2025 – August 2025

Mobile Engineer

Remote

- Optimized application stability across key products (POS, Owner, and CRM) by proactively diagnosing and fixing critical legacy bugs.
- Managed the entire deployment pipeline for multiple applications to the Google Play Store, ensuring compliance and timely releases.

Freelance

October 2023 – October 2024

Mobile Engineer

Remote

- Architected and led the development (90% completion) of a vehicle rental and parking application using Flutter, focusing on scalability and optimal User Experience (UX).
- Successfully managed client relationships, analyzed feedback, and efficiently resolved **60% of all change requests** and feature modifications.

Majoo Teknologi Indonesia

March 2022 – July 2023

Mobile Engineer

Jakarta/Malang (Remote)

- 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.
- Implemented critical post-launch features, directly contributing to increased user retention and significant application growth.

Media Sarana Akses (GMEDIA)

February 2020 – February 2022

Mobile Engineer

Yogyakarta

- Led a mobile development team for 6 months, achieving a **100% success rate** in meeting project deadlines.
- Delivered **70% of the company's client portfolio projects**, deploying successfully to both the Google Play and Apple App Stores.
- Provided mentorship to interns on software architecture best practices and agile development methodologies.

Education

Universitas Teknologi Yogyakarta

September 2016 – April 2021

Computer Science

Bachelor of Computer Science

3.9