

Ahmad Ghalib Athariq

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Introduction

A programmer specializing in systems-level development and AI/ML. Enjoys learning across domains and working on problems that demand both technical depth and curiosity. Deeply interested in opportunities to build practical, reliable systems that contribute to meaningful progress.

Education

Universitas Sumatera Utara <i>BS in Computer Science (S.Kom.)</i>	Medan, Indonesia Sep 2021 – July 2025
<ul style="list-style-type: none">• GPA: 3.67/4.0• Thesis: End-to-End Multi-Task Deep Learning using SSDLite-MobileViT for Estimating Lettuce (<i>Lactuca Sativa</i>) Growth Phenotypes from RGB-D Images• Coursework: Computer Organization & Architecture, Algorithms and Programming, Algorithm Design and Analysis, Data Structures, Database, Computer Vision, Object Oriented Programming, Computer Networks• Advisors: Dr. Pauzi Ibrahim Nainggolan; Seniman S.Kom., M.Kom.	

Work Experience

PT Xtend Integrasi Indonesia (software house) <i>Backend Developer</i>	Medan, Indonesia Nov 2024 – Jan 2025
<ul style="list-style-type: none">• Developed secure web APIs for a TNI AD's information system and an in-house ERP product.• Collaborated closely with the team lead to ensure correct delivery of requested features.	
GeometriSatu Studio (game development team) <i>Game Developer Intern</i>	Medan, Indonesia Sep 2024 – Nov 2024
<ul style="list-style-type: none">• Developed and designed a reward-based educational mobile game (ScienceOne) in the Unity Game Engine.• Participated in weekly meetings with the project manager to discuss progress.	
PT Len Industri (Persero) (defense technology company) <i>Desktop Developer Intern (Magang Merdeka)</i>	Bandung, Indonesia Feb 2024 – Jun 2024
<ul style="list-style-type: none">• Accelerated Link Monitoring & Control (LMC) application development toward operational readiness by successfully integrating it with the company's proprietary Data Link Processor software.• Developed network socket-level systems designed by the lead software engineer.• Developed comprehensive unit tests for new and existing modules.• Enhanced software stability and reliability by meticulously analyzing output logs to identify and resolve critical bugs.	
Revolutionary Games Studio (game development team) <i>Volunteer Programmer</i>	Online-based (international) Jan 2020 – 2024
<ul style="list-style-type: none">• Spearheaded development of gameplay features, user interface and contributed bug fixes.• Contributed over 350+ commits and 400k line additions to the codebase – accelerating the development of the game in 3-year span.• Ensured codebase quality and maintainability by performing rigorous code reviews on pull request submissions to the project's GitHub repository.	

Projects

Portfolio: www.athrqlib.my.id/projects (for additional information and projects)

Lettuce Plant Growth Estimator


- Engineered an efficient, mobile-first computer vision solution to enable non-destructive estimation of lettuce growth-related phenotypes, potentially supporting low-cost precision agriculture methods.
- Designed a modified lightweight SSDLite-MobileViT (Mehta & Rastegari, 2022) deep learning model with <10 M parameters, utilizing dual-branch architecture.
- Successfully ran model on-device with inference time of <600 ms/frame, qualifying for near real-time application.
- Tools Used: PyTorch, OpenCV, ExecuTorch, Android

Upahkita.id: Indonesian Salary Data Platform (active 2024 - Jun 2025)

upahkita.id

- Conceptualized and single-handedly engineered a full-stack data platform to provide transparent, geographically-visualized salary data for the Indonesian market. Was deployed to a \$3/mo VPS.
- Developed PostgreSQL change data capture (CDC) middleware to support full-text search microservice using Go.

- Made to prove that building a full-blown end-to-end web app is possible alone and efficiently, by using today's tech stacks.
 - Tools Used: Next.js, TypeScript, Golang, PostgreSQL, Meilisearch
- MixTime: e-Menu Platform (active until Dec 2024)** mixtime.rf.gd
- Developed a web-based soft-drinks menu for a F&B shop with admin (CRUD) functionalities.
 - Utilized third-party image hosting service's (ImgBB) RESTful API to store product images off-site.
 - Tools Used: Laravel, Livewire, PHP, MySQL, TailwindCSS, HTML/CSS, Git

- Space Shooter Game (CMD-based)**  [Link](#)
- Developed a Windows-native game, fully running on a command-prompt window.
 - Integrated DirectSound to create a custom audio engine.
 - Tools Used: Windows API (WinAPI), C++, CMake, Visual Studio

Organization

- Ikatan Mahasiswa Ilmu Komputer USU**, Communications and Information Staff Sep 2023 – Sep 2024
- Initiated a design overhaul of IMILKOM USU's official website: imilkom.usu.ac.id
 - **Skills**: Trello, Teamwork, Communication, Responsibility, Patience

- Google Developer Students Club (GDSC) USU**, Member 2023 – 2024

Skills

- Languages**: Indonesian - Native, English - Bilingual
- Programming Languages**: C#, C++, Java, Golang, Python, TypeScript/JavaScript
- Technologies**: PyTorch, ExecuTorch, MySQL, PostgreSQL, Meilisearch, Gradle, .NET
- Developer Tools**: Git, Docker, VSCode, Visual Studio, Linux, CMake
- Other**: Writing, Badminton, Visual Arts