MUHAMMAD GANJAR IMANUDIN

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Backend Software Engineer with 4+ years' experience building scalable, high-performance web and game backend systems using .NET (5-8), C#, MongoDB, and Kubernetes. Proven track record of optimizing distributed systems, reducing server load, and delivering production-ready features supporting 1,000+ concurrent users.

SKILLS

Languages: C#, Ruby, SQL
Frameworks: .NET (5-8), Ruby on Rails, Grape API
Databases: MongoDB, PostgreSQL
Tools & DevOps: Git, Docker, Kubernetes, CI/CD, Hangfire, Sentry
Cloud/Infra: GCP (Kubernetes Engine), MongoDB Atlas
Other: REST API design, Background Job Processing

EXPERIENCE

JANUARY 2023 – JULY 2025
BACK-END PROGRAMMER, CONFICTION LABS

- Built and maintained .NET 8 backend for an online game, collaborating with 10+ cross-functional team members.
- Implemented sharded MongoDB architecture, improving data locality and performance for multi-region deployment.
- Researched, tested, and implemented MongoDB Sharding to support distributed multi-region data, ensuring optimal data locality and performance
- Refactored and enhanced Hangfire job system, introducing job tagging and account-based filtering for improved traceability and debugging
- Reduced background job load on the main back-end by modularizing Hangfire into a standalone project, improving scalability and configuration flexibility
- Integrated Sentry for application monitoring, utilizing custom issue and transaction tagging to enable faster and more accurate diagnostics
- Delivered a production-ready game server capable of supporting 1,000+ players during Steam Next Fest November 2024
- Built CI/CD pipelines to containerize the server app and generate compose scripts, enabling game programmers to test back-end integration independently

FEBRUARY 2022 – JULY 2025
BACK-END PROGRAMMER, PT. AGATE INTERNATIONAL

- Developed back-end side using .NET 5 and 8 with team of 3 programmers
- Focused on communicate with other system and providing data to front-end side
- Setup and configure scheduled background job for automatic task

DECEMBER 2019 – JANUARY 2022

FULL-STACK WEB PROGRAMMER, PT. AGATE INTERNATIONAL

- Developed front-end admin dashboard for gamified learning apps and back-end its systems using Ruby on Rails with team of 5 programmers
- Developed REST API for communicate between back-end and front-end application using Grape (a framework API for Ruby)
- Maintained systems for 5 different clients

JULY 2017 – JANUARY 2018

FRONT-END PROGAMMER, PT. CIPTADRA SOFTINDO

- Design and develop admin dashboard for city government using Phalcon as front-end & Bootstrap as CSS framework.
- Design and develop mobile version of admin dashboard in Android using web-view

EDUCATION

SEPTEMBER 2019

BACHELOR OF APPLIED COMPUTER SCIENCE (S.TR.KOM.), POLITEKNIK NEGERI BANDUNG

- Diploma 4, Informatic Engineering with GPA 3.03/4.00
- Member of HIMAKOM (Himpunan Mahasiswa Komputer) POLBAN
- 4th Place Cluster 2 Competitive Programming (Informatics Department only)