

CORI FOLIO

I am a software engineer with a focus on Android and Flutter development. I create apps, libraries, and tools aimed at enhancing the developer experience. With a passion for cross-platform solutions and elegant design, I continually seek innovative ways to blend creativity with technology.

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Presented By: **Dwiki Riyadi**

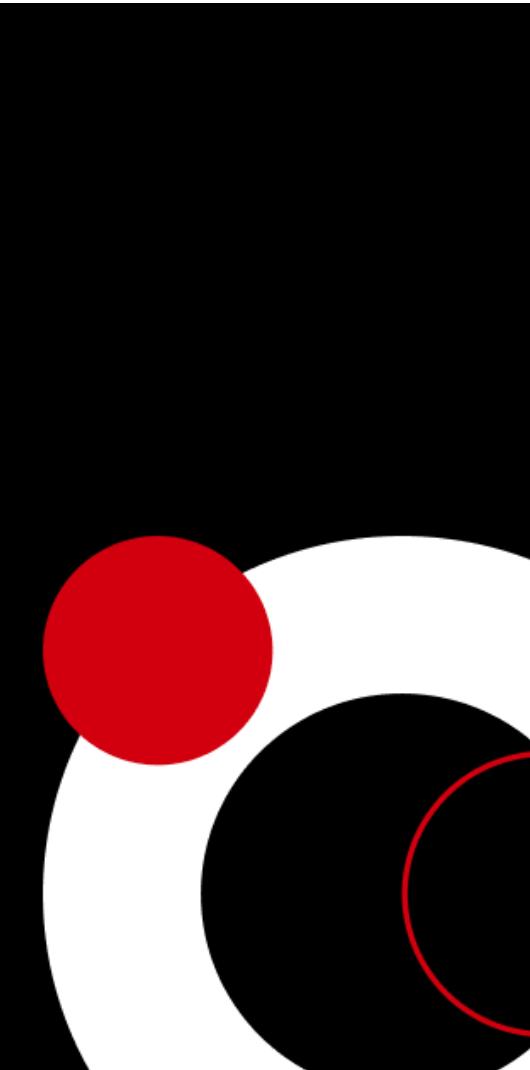


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A showcase of my work across Android, Flutter, Web, Libraries, and UI Design.
Each project highlights my skills in building scalable, cross-platform solutions.
Let's explore what I've created.

ABOUT ME

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**HELLO, I'M
DWIKI
RIYADI**

Mobile Developer with expertise in Kotlin and Dart.
Focused on creating seamless multiplatform experiences.
I enjoy building tools that improve developer workflow and user experience.
Outside of coding, I love reading psychology, history, and mindset books.

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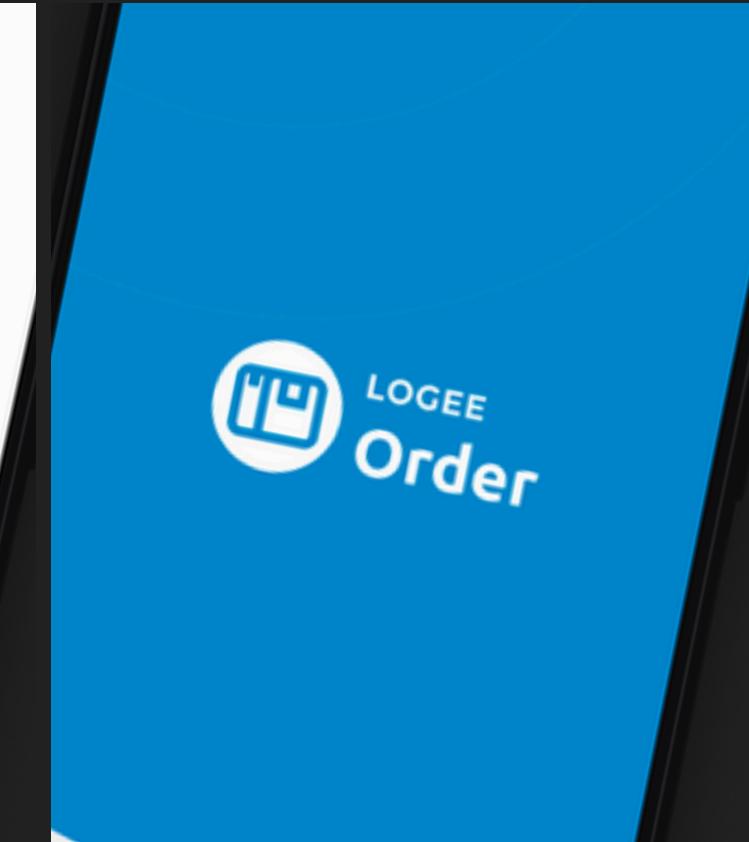
Borneo
Algorithm
Technology

Transformasikan Bisnis
Anda dengan Solusi
Teknologi Inovatif

Rute menuju kecemerlangan teknologi dimulai
di sini

Kontak Kami

Beranda Klien & Mitra Tentang Kami Layanan FAQ Kontak



PROJECT PORTFOLIO

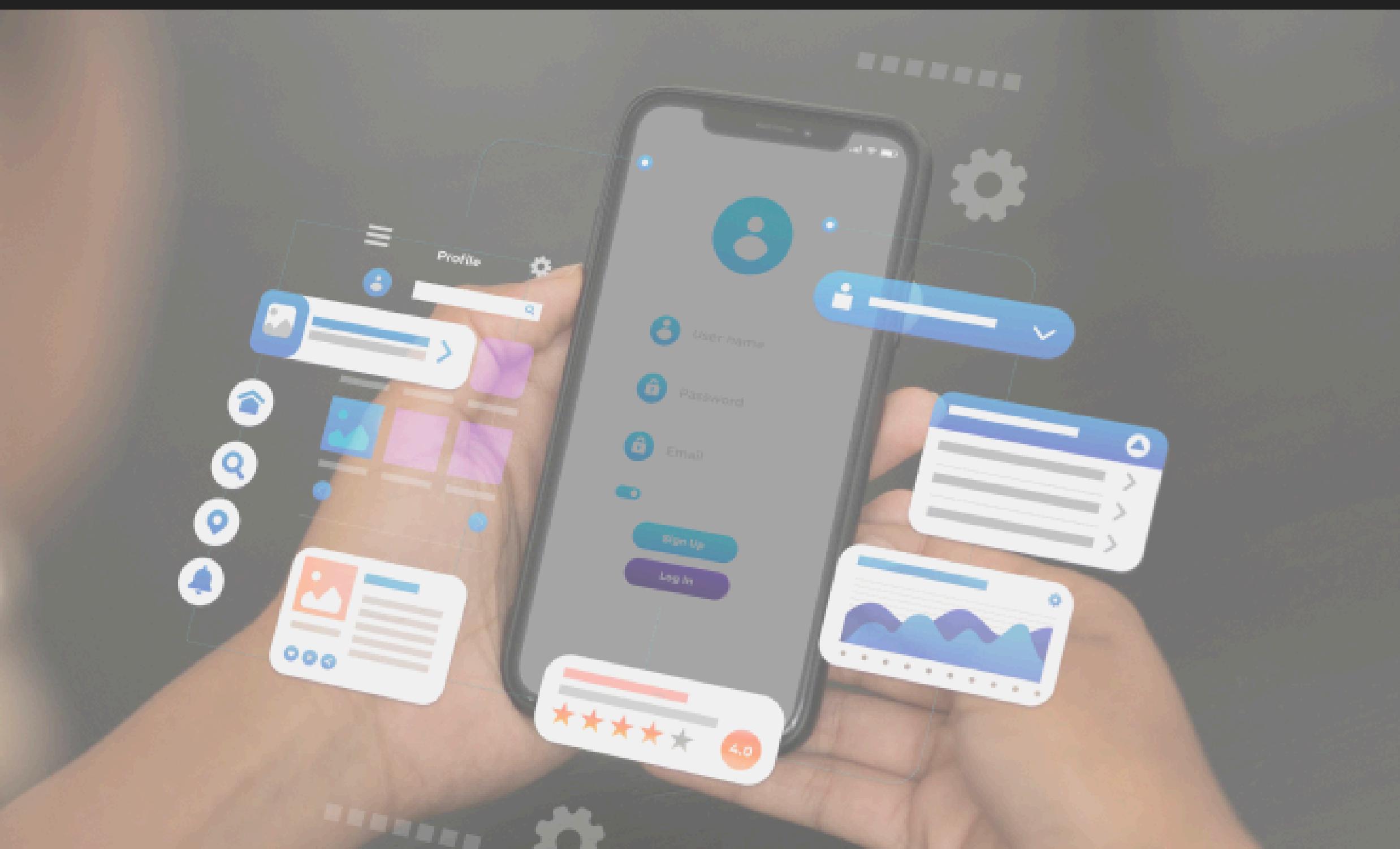
A collection of projects that represent my journey as a software engineer.
From Android apps to Flutter libraries and UI design.
Each project reflects my dedication to quality and innovation.

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JSON UI

Json UI Flutter is a small experimental library that turns JSON into Flutter widgets. The goal was to validate a concept: could we describe UI with a portable schema and render it dynamically in Flutter? This work was inspired by a Kotlin-based UI generator I previously built using collections and data classes.

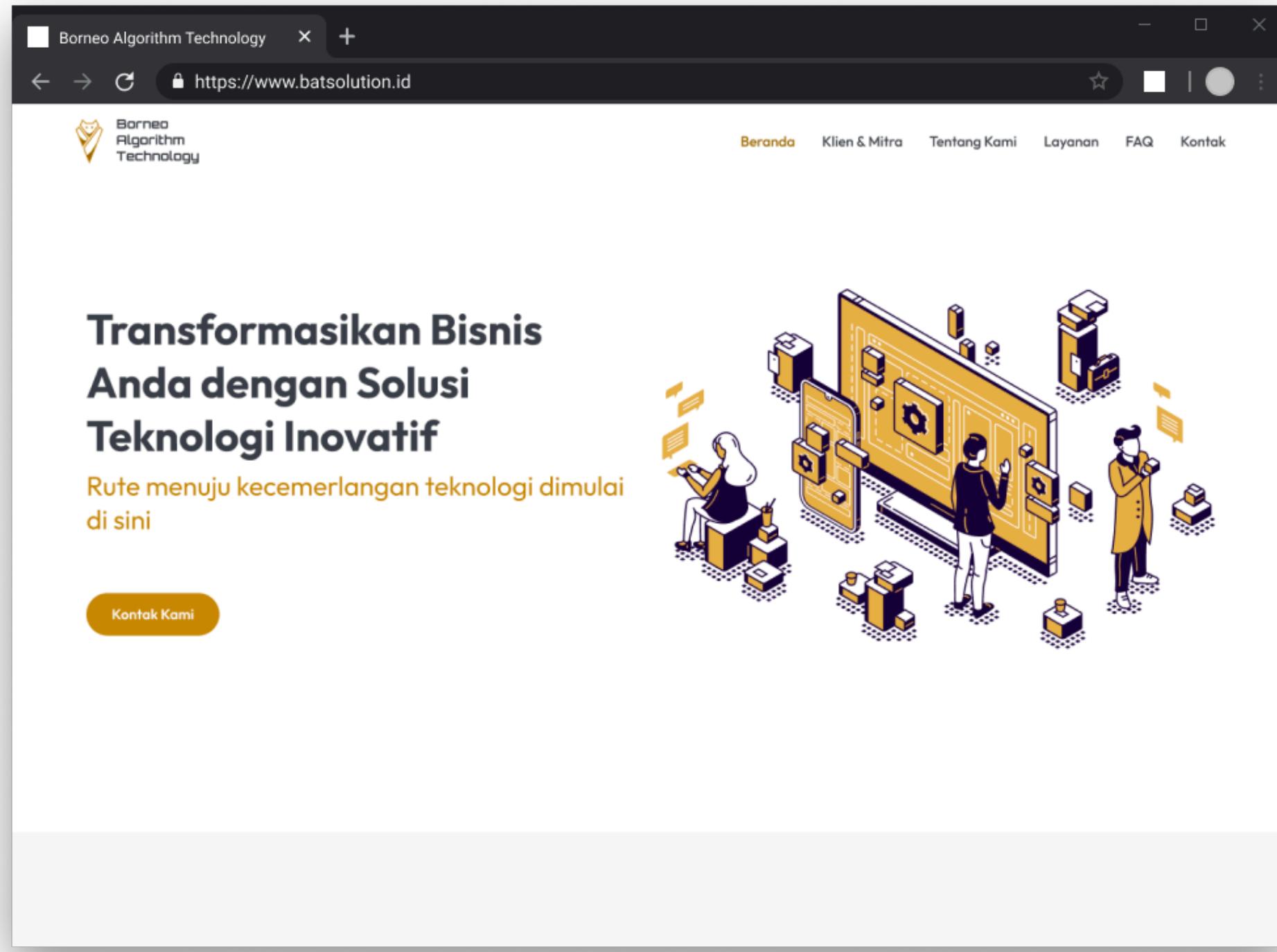
In this exploration, I focused on a clear JSON structure, a minimal but extensible widget registry, and predictable layout behavior. I also wrote an article to document the approach, trade-offs, and next steps, including how this concept might evolve into a production-ready renderer with validation and schema tooling.

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BAT SOLUTION

I co-founded a commanditaire vennootschap with two friends, focusing on mobile development and design while they handled frontend and backend engineering. We initially used a temporary template, but I revamped the site to enhance brand alignment and information architecture. After refining the design, the frontend engineer implemented the new layout.

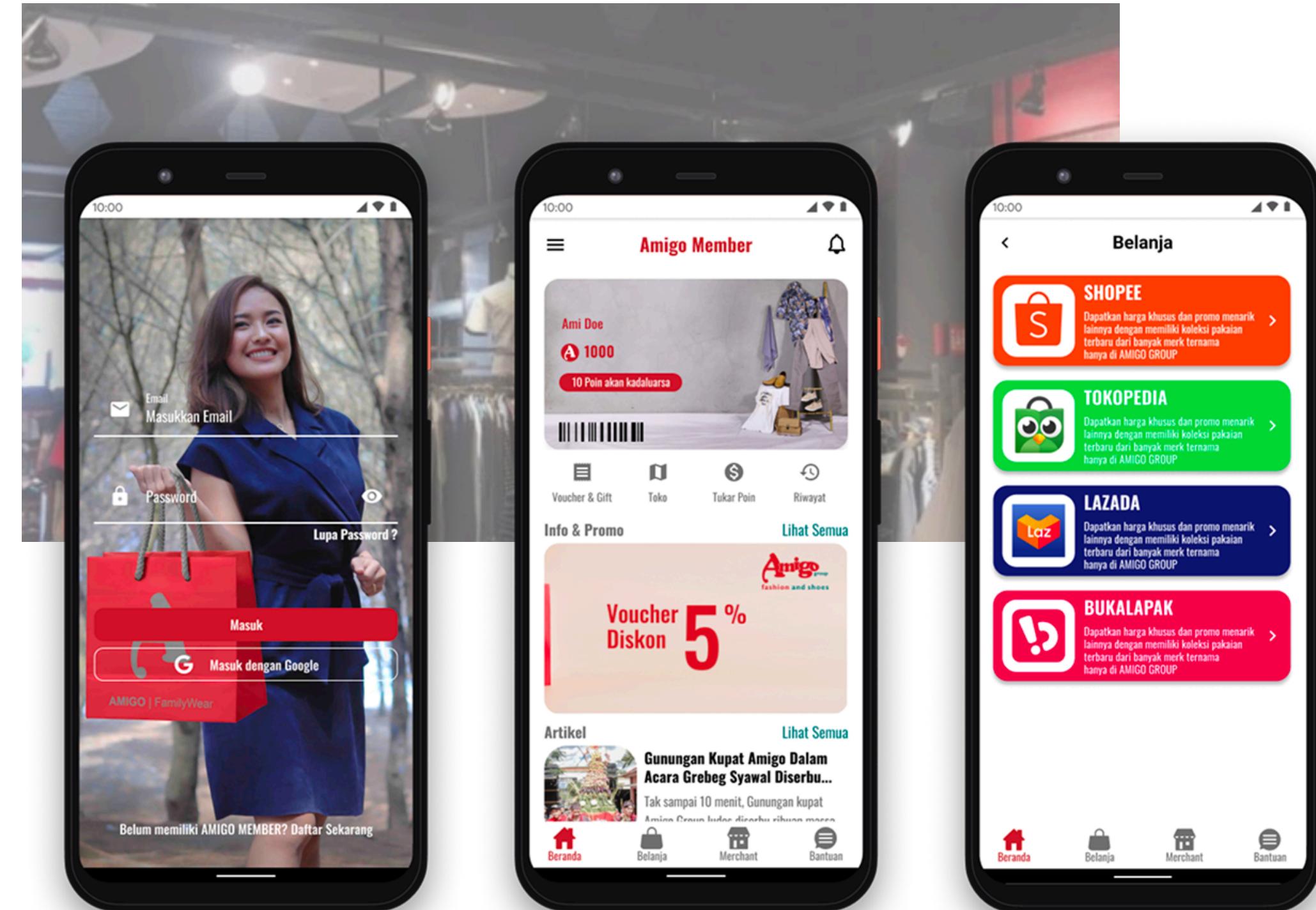
The work included responsive design considerations, cleaner content hierarchy, and a modular component approach so future pages could be added without redesigning from scratch. The end result was a more cohesive and maintainable website.

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AMIGO MEMBER

My first production experience with Flutter where I intentionally experimented a lot. I tried different routing strategies, several state-management approaches (Bloc, Riverpod, Provider), and multiple data layers to understand trade-offs in real scenarios. This project became a sandbox to build intuition about testing, folder structure, and component reuse.

The outcome was a much clearer mental model for Flutter architecture and a stronger sense of when to choose simplicity over abstraction. It also taught me how to evaluate libraries pragmatically rather than theoretically.



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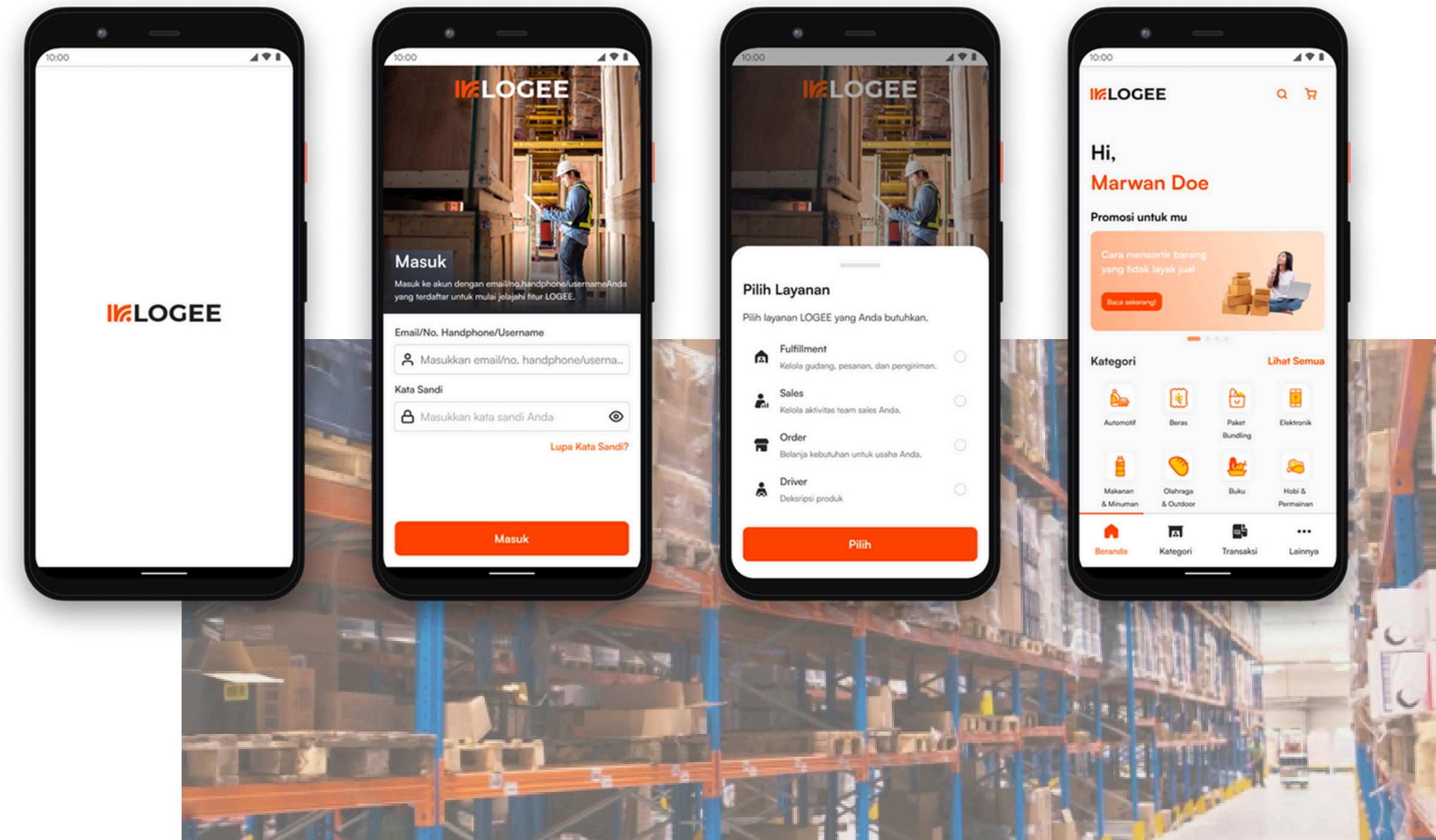
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LOGEE

A major evolution of Logee Order, this app unifies multiple Logee products—marketplace, courier, and more—into a single cohesive experience that supports multiple roles and feature sets. I focused on creating a stable Jetpack Compose foundation, reusing and hardening components built during Logee Order while improving performance and consistency.

The work included navigation and state handling across modules, a scalable theming system, and patterns for complex forms and lists. Lessons learned from earlier iterations directly informed the design of reusable UI primitives and data flows.



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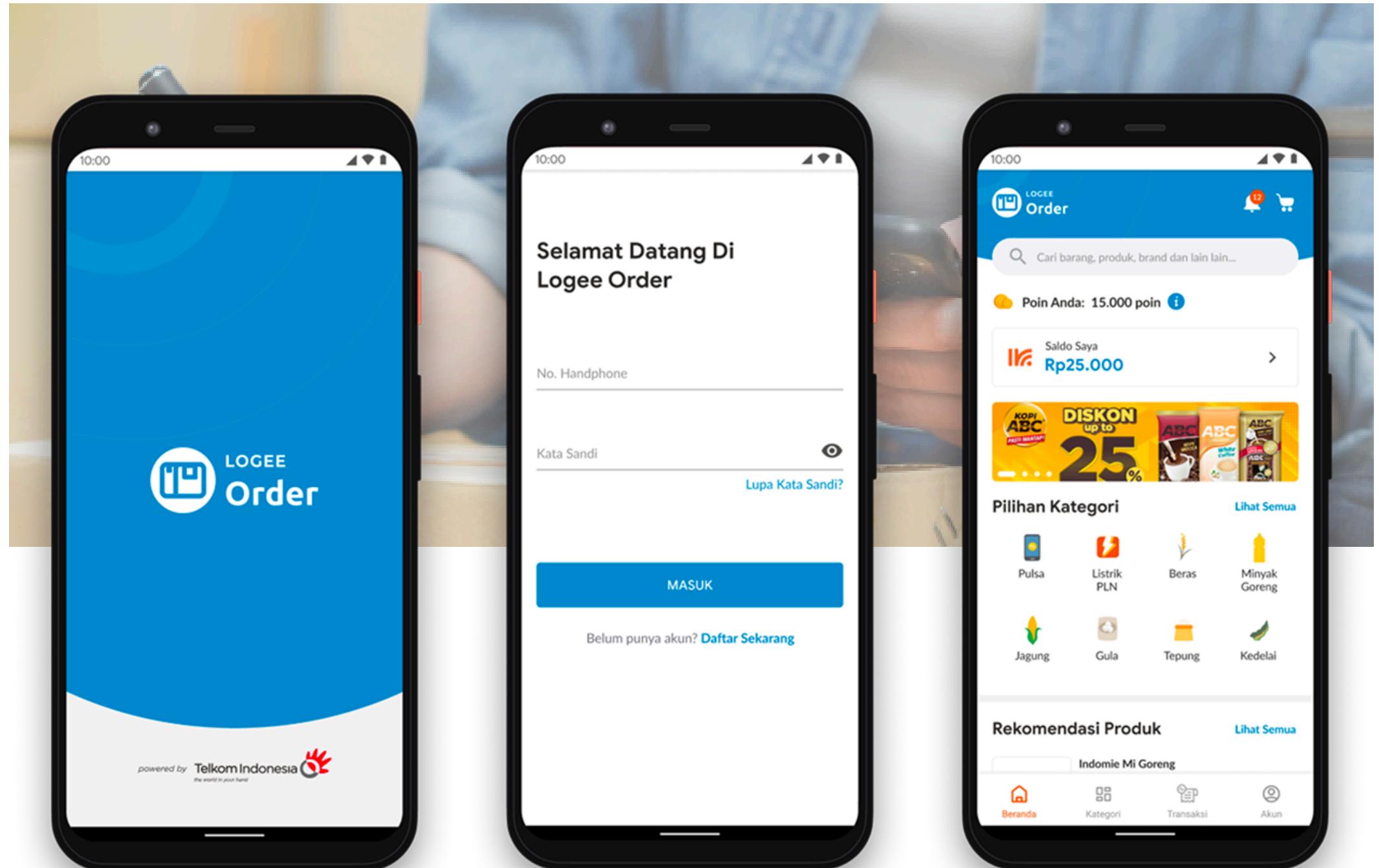
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LOGEE ORDER

I developed a B2B marketplace focused on restocking workflows. This project became a deep dive into applying SOLID principles and practical design patterns to a real product under active development. I created utilities and tooling (code generators, helpers, and build optimizations) to speed up delivery and reduce repetitive tasks.

I also experimented heavily with Jetpack Compose—building a set of reusable UI components, improving state management patterns, and standardizing UI behavior. These learnings laid the groundwork for the component library later reused in the next iteration of the app.



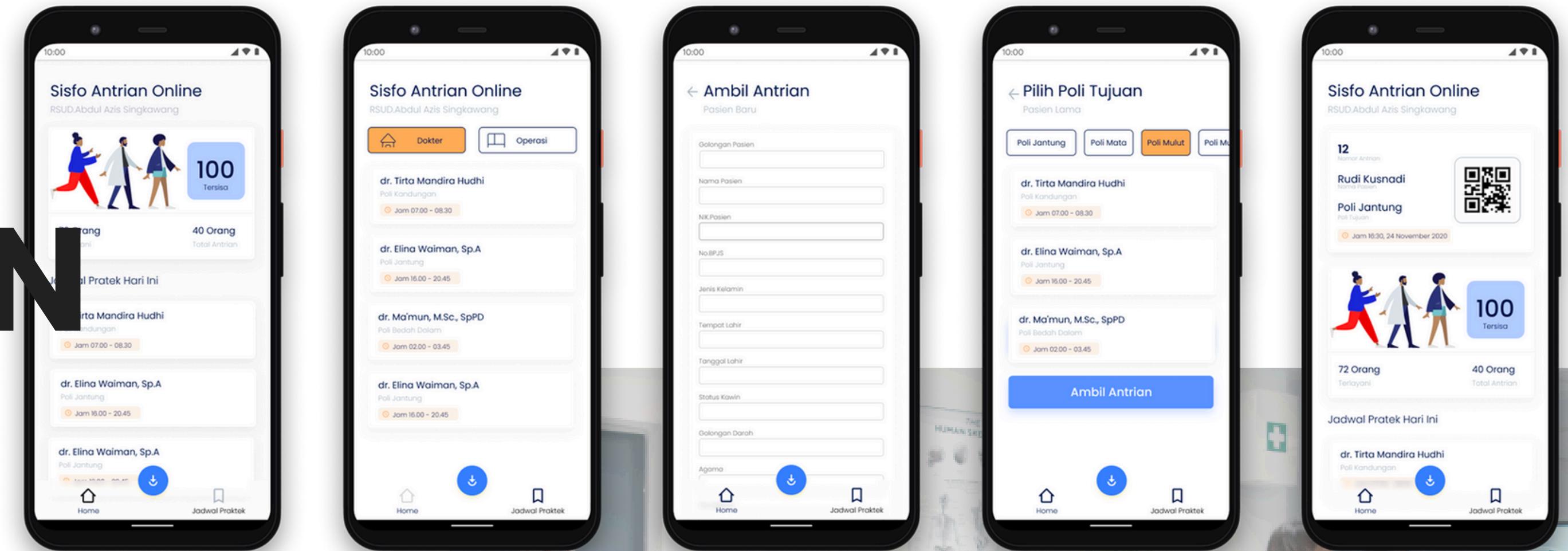
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SISTEM ANTRIAN ONLINE



I was asked to develop a Flutter-based queue application for a hospital polyclinic. The system uses a publish/subscribe mechanism so queue numbers update in real time across devices and displays. Patients can register remotely, obtain a digital queue ticket, and monitor their position from home without waiting on-site.

The project involved designing a simple, reliable flow for registration, validation, and status updates, along with clear UI feedback to reduce confusion at peak hours. Real-time updates significantly improved transparency and reduced perceived waiting time.



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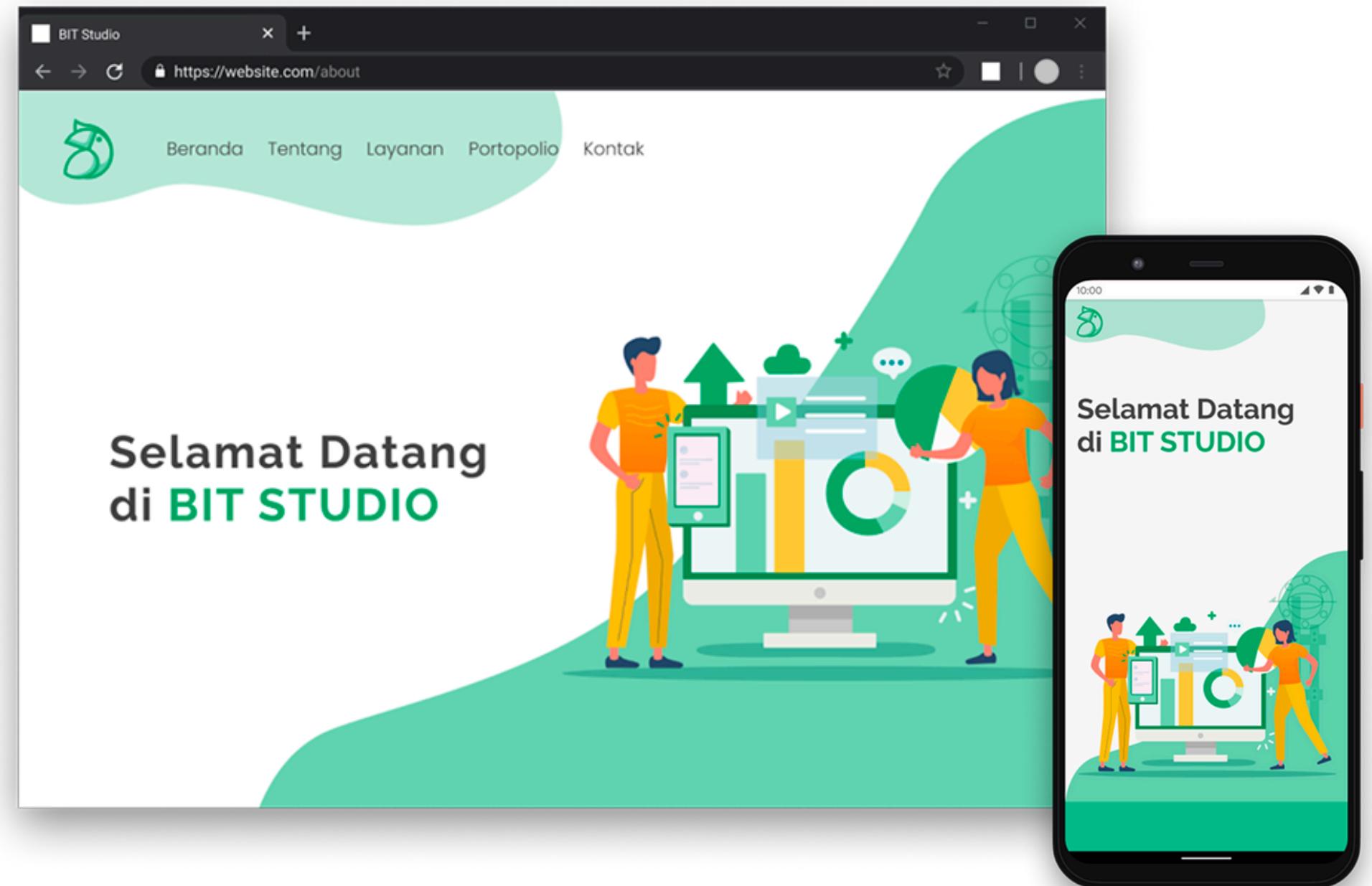
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BIT STUDIO

I started my first commanditaire vennootschap with friends and we needed a proper online presence. I asked a friend to handle the visual design, then I implemented the design and built a responsive site using Vue. The focus was on fast load, clean structure, and a layout that could evolve as our services grew.

This project taught me how to translate a static design into a maintainable frontend, organize components for reuse, and make pragmatic choices about animation and performance on low-end devices.



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Let's collaborate and create something incredible together.

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