

## **BINAR ACADEMY**

Gedung 4 Highscope Indonesia Jln. TB. Simatupang No. 8, Cilandak Barat Cilandak, Jakarta Selatan, 12430

#### **OFFERING LETTER**

### Dear Johar Putra Adek Artemi,

We would like to make you a formal offer to join us. We believe you will be a great talent to the BINAR Software Solution (BSS) as Android (Internship) at Gama Techno with the main role and responsibilities as discussed. [check additional page for your key performance indicator]

The Remuneration Package you would be receiving is as follow:

Internship Fee : Rp 75.000,- net per Day (workdays)
Employment Status : Freelance for 3 months,
Expected Onboarding Date : 20 June 2019

Please sign the enclosed copy of this letter and return it to me to indicate your acceptance of the offer as well as your join date. We are very excited to have you on board. We expect great things, and hope that you will emerge as a strong leader in our organization. It will also be one of the fastest learning experiences you will have.

Haris Pranoto People Ops Manager I accept the offer as outlined above Date\_\_\_\_\_

Sincerely



## **BINAR ACADEMY**

Gedung 4 Highscope Indonesia Jln. TB. Simatupang No. 8, Cilandak Barat Cilandak, Jakarta Selatan, 12430

#### Workload

## **Objective: Improve product stability**

- Key Result:
  - Less than 5 % crash occurence each release version based on crash report

### **Objective: Improve code quality**

- Key Result:
  - o introduce unit test, model test and instrumentation test with total coverage > 90%
  - Reduce code smells < 10 top with static code analyser (kotlin detekt framework)

### **Objective: Improve product design**

- Key Result:
  - o Review design flow from UI/UX team which will be implemented on android

### **Objective: Improve product performance**

- Key Result:
  - Reduce nested loop (code smells)
  - o Implement re-usable assets
  - Use vector drawables (reduce apk size)
  - Reactive programming

### **Objective: Integrate new technology**

- Key Result:
  - Adapt Android Jetpack
  - o Modular app / Android Bundle

# **Objective: Improve code security**

- Key Result:
  - No secret variable leak
  - Protect overal code with obfuscating code