Jonathan F. Lisyanto

Education

Bachelor Degree University of Indonesia

2018 - 2022

Github: jonathanfilbert

LinkedIn: jonathanflisyanto

- B.CompSc in Computer Science. Graduated in 3,5 years with Cum Laude Distinction.
- Awards: The 3rd Most Outstanding Student of the Faculty of Computer Science in University of Indonesia.
- Feb 2022 Oct 2022 Published my Bachelor thesis into an IEEE international conferejce, awarded as The Best Speaker in IEEE ICACSIS Conference 2022.

Experiences

Software Engineer, 1-2

ByteDance (Global E-Commerce)

Feb 2024 - Present

- ByteDance is valued at over USD300 billion ¹ and is the parent company of TikTok, Capcut, and Tokopedia.
- Spearheaded and owned the end to end Frontend experience of products in Southeast Asia from Tokopedia & Tiktok Shop Seller Integration, Tiktok Seller App, Tokopedia's Ramadhan Campaign, Tiktok Shop Fulfillment, and Tiktok Seller Center. Migrated over 10k sellers, generated USD 154K daily Tiktok Shop GMV, and USD 27M annual revenue from Tiktok Shop mobile Ads creation.
- Developed various web and hybrid products using Bytedance cloud platform ByteCloud, A/B testing, Rspack & RSBuild, Arco design, and Bytedance's hybrid framework Lynx. Part of the Lynx Open Source team in community engagement through X and Discord.

Founding Engineer, L2

GOJEK (GoTo Financials)

Aug 2022 - Feb 2024

- GoTo Financials is the fintech arm for GoTo Group with over 20 million monthly transacting users ².
- Founding engineer of the Crypto Investment team. Boottstrapped a zero-to-one Crypto Exchange in the GoPay app Indonesia's leading one-stop financial app. Secured an IDR 100 Billion worth of Crypto license³ from the Indonesian Government Trading Regulatory Board (BAPEBTI).
- Led the GoPay Crypto Frontend team. Collaborated with teams across India, Singapore, and Jakarta to establish engineering cultures, initiated Go-to market strategy with product and PPGR, and aligned with all GoPay verticals to ensure business continuity besides project secrecy.
- Advocated for Flutter & GoPay app in Indonesia. Invited for a tech talk in Google DevFest Jakarta with 3000+ audience and GoPay was awarded Best App, User's Choice, and Essentials of Google Play Store 2023.
- Built product & initiatives using Flutter, Dart, Bazel, Fastlane, and Firebase.

Software Engineer, L1

Tokopedia

Feb 2022 - Dec 2022

- Tokopedia (part of GoTo Group) is a South-East Asia and Indonesia's leading e-commerce platform with more than 100 million active users ⁶, 12 million active merchants, and contributes to 2% of the Indonesian GDP.
- Launched GopayLater Cicil (GPL), a paylater installment feature, directly integrated with Tokopedia. GPL penetrates 15M GoTo users and Rp 1T monthly disbursement.
- Launched Tokopedia Card, first co-brand credit card collaboration with BRI Indonesia's biggest bank. Upon launching, reached 94k applications, and 70% activation rate. Awarded as Best Credit Card by The Asian Banker Indonesia Awards 2022.
- Frontend engineer in the Tokopedia Fintech team. Researched, led, and mentored engineers in various frontend technologies such as React JS, GraphQL, Core web vitals, PWA, and Flutter.

Software Engineer

PINTU Crypto

Apr 2020 - Mar 2021

- Pintu is one of Indonesia's fastest-growing and largest Crypto marketplace with 7 million users 7.
- Came from an internship to one of the first frontend engineering hires, Within 1 year, scaled the app from 600 to 170K daily downloads, 10x DAU growth, 30x MAU growth, 300x Monthly Transaction Count. Implemented features contribute to 325x customer growth such as dark mode, biometric, Pintu usernames, and pin screen.
- Created the PINTU app with React Native, Firebase, Fastlane, and Typescript.