Yusuf Adisaputro

Cluster Darwin, Jl Darwin Timur V no 1, Gading Serpong, Tangerang

Phone Number	0812-9769-8374
Email	yusuf.adisaputro@outlook.com & yusuf_adisaputro@hotmail.com
Birthday	25-09-1996
Religion	Christian
Nationality	Indonesian
Linkedin	https://www.linkedin.com/in/yusuf-adisaputro
Website/Blog	https://yusufadisaputro.wordpress.com/
Github	https://github.com/josephadisaputro
Heroku	https://yusuf-adisaputro-portfolio.herokuapp.com/

Since 2012, I have been living and studying in Canada, where I attended York University and earned a Bachelor's degree in Computer Science in June 2019. During my studies, I gained practical experience through part-time roles as a Data Entry Officer and Junior Web Developer. After graduation, I worked as a Tier II IT and Network Support specialist at Teleperformance. I have since returned to Indonesia to further my career, with a focus on opportunities in Asia.

WORK EXPERIENCES

PT ITC Auto Multifinance (Known for PayKu)
November 2022 – present, as Head of Initiative Development

Established in 2018, PayKu is a distinguished financing company specialising in mobile and smartphone financing. The company operates under the management of PT ITC Auto Multi Finance, also known as IAF Multi Finance. PayKu offers its clients instalment financing services, with down payments commencing from as low as 10%. Notably, the company does not impose late fees and operates without the need for credit cards. All operations and services are conducted in compliance with the regulations set forth by the Financial Services Authority (OJK).

Job Responsibilities:

1. Assume the role of Product Owner and Project Manager for the development of mobile and web applications, catering to both customer and internal requirements.
2. Ensure all developments are in compliance with the regulations of the Financial Services Authority (OJK).
3. Exhibit initiative in IT and product development, specifically for PayKu and PayKu Premium.
4. Manage teams and projects effectively, creating comprehensive roadmaps for all undertaken projects.
5. Conduct research to identify potential improvements in product offerings, financial services, and IT-related developments.
6. Collaborate with the Scrum Master to ensure successful project delivery.
7. Work closely with client relations teams to foster innovation and develop new products.

INFT Singapore Pte. Ltd.
January 2022 - November 2022, as Senior Back End Engineer and Team Lead

INFT.co, based in Singapore, is a distinguished provider of financial technology services, catering to both the Singaporean and Malaysian markets. The company has developed a web application and a modular online mobile application designed to streamline financial and accounting processes. These applications facilitate efficient management of expenses, local and international money transfers, loans, invoices, among other financial operations.

Job Responsibilities:
1. Serve as the Scrum Master, presenting the vision and user stories from product owners to the entire Scrum team.
2. Implement feature upgrades as requested by product owners.
3. Coordinate with vendors for code integration and implementation.
4. Assist the team in resolving any difficulties encountered.
5. Host daily stand-ups, conduct necessary technical meetings, and plan for upcoming sprints.
6. Manage sprint logs effectively.
7. Collaborate with product owners to design improved workflows for technical implementations.
8. Address client-deployed issues as they arise.
9. Liaise with third-party vendors, including those from Thailand, to facilitate developments and expansions.
10. Provide product owners with development time estimates for each sprint.

PT Vantsing International Group (PT Solusi Digital Internusa)
March 2020 - December 2021, as IT Manager (also act as the Vice General Manager)

I commenced my journey as an IT Supervisor and Senior Developer for an e-commerce project, which encompassed the development of Mobile, Website, and ERP Systems. My commitment and proficiency led to my promotion as the IT Manager for the entire project, overseeing two teams based in Indonesia and China. The development phase was successfully completed, passing the User Acceptance Testing (UAT), and is currently operational.

In my capacity as an IT Manager and Senior Developer, my responsibilities extended beyond the realms of development structure, technical diagrams, permissions, documentation, presentation, and reporting. I also actively participated in coding alongside my team.

Given the location of the company's head office in China, I was entrusted with an expanded scope of work and promoted to the position of Vice General Manager. This promotion was a testament to their confidence in my ability to contribute to marketing and business analysis required for the e-commerce sector in the Indonesian market, as well as manage the team in Indonesia effectively.

Job Responsibilities:
1. Oversee three development projects encompassing ERP systems, Mobile App, and Website development.
2. Manage the ERP system for key business processes such as sales, invoices, products, etc.

3. Provide the technical structure, security planning, workflow, and UI flow for Mobile and Web applications.
4. Ensure successful completion of testing stages (SIT, UAT, Production).
5. Set up essential tools including git repository, test server, and accepted automation testing tools.
6. Handle third-party API integration such as Tiki, BCA VA, Midtrans.
7. Collaborate with the team to develop and code front-end and back-end using Node.js (Express), React, and Vanilla JS.
8. Act as the Product Owner to achieve the target vision and mission.

TELEPERFORMANCE (Verifone),
June 2019 - End of January 2020, as IT and Network Support Level II

Teleperformance serves as a third-party service provider for companies seeking support for their products. Our clientele spans a diverse range of industries, including but not limited to Google, Banking institutions, and Verifone among others. My area of expertise lies in Verifone products, encompassing a variety of devices such as the pinpad (a terminal utilized for credit/debit card payments), cash registers, commanders (the primary CPUs), Fuel Controllers, and the communication interfaces between each device.

Job Responsibilities:
1. Receive and address technical issues reported by customers.
2. Document each issue in detail in a log note.
3. Comprehend the problem based on the customer's description and case details.
4. Distinguish between hardware and software issues through troubleshooting.
5. Implement a software update if the issue is software-related, or request a new device if the issue pertains to hardware and cannot be reconfigured.
6. Escalate troubleshooting to a higher Tier if required.
7. Log the resolved case back to the server or close it upon resolution.

NIMBLE INFORMATION STRATEGIES Inc
June 2018 - August 2018, as Data Entry Clerk

Nimble Information Strategy is a reputable company specialising in cloud services, encompassing cloud hosting, data entry, data retrieval, document storage, and more. During my academic tenure at York University, I had the opportunity to contribute to this dynamic team as a Data Entry Clerk on a part-time basis under a short-term contract.

Job Responsibilities:
1. Input client data into the client's database using an in-house program.
2. Meet the daily target of processing 250 pages of data.

Teaching Assistant in Middle School (MATHEMATICS)
Sept 2013 - sept 2014, as a volunteer

During my high school tenure in Canada, I had the privilege of volunteering as an Assistant Teacher for a Grade 11 Mathematics course. Owing to my proficiency in Mathematics, I was entrusted with

this responsibility. My role encompassed assisting students with their homework and facilitating their understanding of the course material through additional instruction.

EDUCATION

York University - Bachelor of Arts in Computer Science   Sept 2015 - 2019
Carleton University - Bachelor of Math in Game Development   Sept 2014 - 2015
Columbia International College - High School   Sept 2012 - 2014
UPHC (Universitas Pelita Harapan College) - High School   2011 - 2012

PROJECTS (Highlights)

Web-Based Tools/Applications Development Project: This project is a collaborative endeavor undertaken by my colleague and myself, following our graduation. Our shared passion for web development and continuous learning led us to the decision of constructing a website utilizing Node.js for back-end operations, MySQL for database management, and Bootstrap for CSS.

The unique advantage of this project lies in our approach to learning. We actively engage with professionals in the field, including church members and priests, to understand the necessary features and potential enhancements for our project.

The project aims to develop functional tools such as an automated notification system for announcements/events with varying authentication levels, automated ministry scheduling, a web-based cloud drive (akin to Google Drive), an automated transport scheduler (similar to Uber), chat rooms, and more.

In addition to this project, I have also developed a comprehensive e-commerce system named sold.co.id, which is now available on the Play Store. The development process involved the use of Node.js with Express for back-end operations, Docker for VM containerization, MySQL and Oracle for database management, Vue.js for ERP, React for minor website components, and Vanilla JS.

Development of a Media Encryption Application (Personal Project): This project serves as a platform to refine my Java skills. It is reminiscent of academic projects undertaken during my schooling, where text encryption was implemented using the C language. The primary objective of this project is to gain proficiency in multithreading. It employs a strategy where a single task is executed by five threads, divided into four distinct task segments.

Development of a Single-Player Warship Game using Eiffel Programming Language: This project, undertaken in collaboration with partners, involves the creation of a single-player battleship game. The game design is rooted in object-oriented principles, with the game state represented as an object. To optimize memory usage, only specific variables active during gameplay are retained in memory. This approach prevents redundancy that could arise from storing all objects associated with the game state.

SKILLS

Programming Languages: Proficient in Java, C, Python, C++, Shell Scripting, HTML, CSS, JavaScript (including Bootstrap and Node.js with Express framework, Nest.js, Sails.js), SQL, Eiffel, Verilog, MIPS. Experienced in developing Android Apps using Java, Docker, Redis, React.js, Golang and PHP (Laravel).

UI/UX Tools: Skilled in using Figma for designing user interfaces.

Product Management Tools: Proficient in using ClickUp, Jira and Lucidchart for product management.

Office Applications: Proficient in using MS Office Suite, Google Docs and LaTeX for office productivity tasks.