

Khairil Rahman Hakiki

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EDUCATION

State Islamic University of Imam Bonjol Padang

Bachelor of Science in Information Systems

Padang, Indonesia

August 2022 - July 2026

- **Coursework:** Data Structures & Algorithms, Database, Object-Oriented Programming, Software Engineering.

EXPERIENCE

Software Engineer (Contract)

TIME Language Centre

September 2025 - January 2026

Padang, Indonesia (Hybrid)

- Orchestrated technical development for **2 mission-critical systems** (Mini-ERP & Online Course Platform) across **3 teams**, standardizing code quality and CI/CD pipelines to accelerate deployment cycles.
- Architected and deployed **scalable microservices** using Go and TypeScript on **Kubernetes** (K3s), adopting **Event-Driven Architecture** with RabbitMQ and Redis for high availability.
- Built a **real-time observability** suite using Prometheus, Grafana, and Loki, reducing **MTTR** for incidents.
- Bolstered system reliability by enforcing **90%+** Unit Test coverage using Go Test and Jest, ensuring stability.

Frontend Developer (Part-time)

CodeAtHome

April 2025 - December 2025

Remote

- Reduced redundant API calls by **40%** via advanced **TanStack Query** caching and optimistic update patterns.
- Accelerated feature delivery by engineering modular components that cut boilerplate and enforced UI consistency.
- Ensured scalable state management across complex user flows by architecting a robust global store using **Redux**.

Software Engineer Intern

Astra International Tbk - TSO Auto2000

January 2025 - March 2025

Labuhanbatu, Indonesia (Onsite)

- Devised a Python **ETL pipeline** to process **15 years** of legacy data, reducing processing time by **98%**.
- Spearheaded a Next.js dealership platform with **AI-powered** car recommendations, boosting user engagement.
- Built a STNK/BPKB document tracking system for the administration division to streamline customer notifications and eliminate manual record-keeping errors.

PROJECTS

Fluently | React Native, Expo, Next.js, Redis, PostgreSQL, Gemini Live, Monorepo

[Live](#)

- Architected a scalable cross-platform app using Monorepo strategies, integrating **Gemini Live** for real-time AI speaking coaching and adaptive content personalization.
- Engineered a high-performance gamification engine (XP, streaks, leaderboards) backed by **Redis**, driving user retention and daily active engagement through real-time tracking.

Slither | Go, Docker, Redis, WebSocket, Postprocessing, React Three Fiber

[GitHub](#)

- Engineered a **high-concurrency** multiplayer game server in Go, leveraging **Redis Pub/Sub** for state synchronization and **O(1) Spatial Hashing** to manage collisions for **10,000+** entities.
- Slashed bandwidth usage by **95%** implementing **delta compression** and maintained **60 FPS** synchronization using **Client-Side Prediction and Reconciliation**.

Personal Website | TypeScript, Next.js, MDX, Docker, Bun, Elysia, Serverless, LLM

[Live](#)

- Designed high-performance portfolio with custom MDX blog engine achieving **98+** Lighthouse score.
- Integrated Guestbook service with Bun/Elysia and AI chatbot with streaming responses for portfolio exploration.
- Implemented multi-turn conversation context and optimized API cost via caching and prompt engineering.
- Explore a comprehensive portfolio of **11+ live applications** and **50+ repositories**. ([See All](#))

OPEN SOURCE CONTRIBUTIONS

- **OpenTelemetry Collector:** Prevented critical misconfigurations for thousands of Prometheus receiver users by eliminating deprecated legacy references, achieving **100%** documentation accuracy. ([PR #45819](#))
- **Meilisearch Go Client:** Unlocked advanced filtering capabilities for the Go community by refactoring rigid type constraints to support complex array-based queries, resolving a critical API limitation. ([PR #753](#))
- **Next AI Draw IO:** Engineered a high-performance conditional shadow system that dynamically responds to scroll states, significantly enhancing visual hierarchy and interface responsiveness. ([PR #681](#))

TECHNICAL SKILLS

Languages: TypeScript, JavaScript, Go, Python, SQL, HTML, CSS

Frontend: React.js, Next.js, React Native, Expo, Redux, Zustand, TanStack Query, Tailwind CSS, Shadcn UI

Backend: Node.js, Fiber (Go), PostgreSQL, MySQL, GORM, Prisma, TypeORM, Redis, RabbitMQ, GraphQL

Infrastructure: Git, GitHub, AWS, Docker, Kubernetes, NGINX, CI/CD, GitHub Actions, Prometheus, Grafana, Loki