

Khairil Rahman Hakiki

West Sumatra, Indonesia | +6282274360915 | khairil.4hrp@gmail.com
linkedin.com/in/khairilrahman | github.com/kyyril | kyyril.vercel.app

EDUCATION

State Islamic University of Imam Bonjol Padang

Bachelor of Information Systems

Padang, Indonesia

Aug. 2022 – Present

- **Availability:** Immediate – Oct. 2026 for Full-time Internship; Expected Nov. 2026 onwards for New Grad Roles.
- **Relevant Coursework:** Data Structures & Algorithms, Software Engineering, Statistics, Operating System, Network, Security, Project Management, Technopreneurship, Databases, and UI/UX Design.

EXPERIENCE

Software Engineer

TIME Language Centre

Sep. 2025 – Dec. 2025

Padang, Indonesia

- Architected a scalable **polyglot microservices** ecosystem using **Go (Golang)** and **TypeScript**, establishing **Clean Architecture** patterns to ensure long-term maintainability and independent service scaling.
- Implemented an event-driven architecture with **RabbitMQ** for asynchronous communication between microservices, coupled with a **Redis** caching layer that significantly reduced system latency.
- Designed robust distributed transaction handling with **Xendit** payment gateway, ensuring strict data consistency across services and preventing payment execution errors.
- Orchestrated containerized application deployment using **Docker** and **Kubernetes**, integrating **Prometheus** and **Grafana** for comprehensive system observability and high availability.
- Enforced high code quality standards through rigorous **Unit Testing (Go-Test/Jest)** and secured inter-service communication using **OAuth 2.0/JWT** authentication flows.

Junior Frontend Developer

CodeAtHome

Apr. 2025 – Dec. 2025

Lampung, Indonesia

- Developed new features and resolved bugs for web applications using **React.js** and **Next.js**, refining code quality through regular code reviews and adherence to clean code standards.
- Standardized frontend development workflows by implementing reusable component libraries with **Tailwind CSS** and **Shadcn UI**, accelerating feature delivery time.
- Enhanced application performance and state management efficiency using **TanStack Query** and **Redux**, resulting in a smoother user experience.

Software Engineer Intern

PT Astra International Tbk - TSO Auto2000

Jan. 2025 – Mar. 2025

Labuhanbatu, Indonesia

- Developed the official branch website for **Toyota Labuhanbatu** using **Next.js**, featuring dynamic content management via **Google Sheets API**, a vehicle catalog with credit simulation, and an **AI-powered car recommendation** system to enhance customer decision-making.
- Solved large-scale data quality issues by building an automated **Python** script to clean, transform, and standardize thousands of raw records into structured, analysis-ready datasets across multiple years (2010–2024).
- Developed 'ReminderApp', a critical internal tool for managing vehicle document renewals (STNK/BPKB), featuring role-based access control (RBAC) and automated notifications.

PROJECTS

Personal Website | Fullstack Portfolio

- Engineered a high-performance personal platform using **Next.js**, featuring a custom **MDX**-based blog engine.
- Developed a low-latency interactive **Guestbook** service using **Bun** and **Elysia**, optimizing for rapid request handling.
- Integrated **Generative AI** to provide a context-aware conversational assistant for portfolio exploration.

Fluently | AI-Powered Language Learning Platform

- Engineered a cross-platform language learning application using **React Native (Expo)** and **Next.js**, featuring an **AI Speaking Coach** powered by **Gemini AI** for real-time conversation practice.
- Implemented a complex **gamification system** with XP, streaks, and global leaderboards to drive user retention, supported by a high-performance **Redis**-backed daily task engine.

- Developed **Smart Articles** module integrating external **Open-Source Dictionary APIs** to enable word-level interactions and instant translations, utilizing **Express.js** and **PostgreSQL** for content persistence.

Slither | Real-Time Multiplayer Game

- Architected a high-performance multiplayer snake game using **Go**, **Redis**, and **WebSocket**, implementing **delta state compression** for **>95% bandwidth reduction** in real-time sync.
- Engineered **client-side prediction** and **spatial hash grid** collision detection, allowing the system to handle thousands of entities with smooth 60 FPS gameplay at 200ms+ latency.

SyncBlog | Full Stack Blog Platform

- Designed a scalable blogging architecture with a **Next.js** frontend and **Express.js** backend, ensuring clean separation of concerns.
- Implemented secure **OAuth & JWT** authentication flows and real-time social features like comments and follows.
- Optimized frontend performance with **TanStack Query** for efficient data caching and **Redux** for complex state management.

TECHNICAL SKILLS

Languages: TypeScript, JavaScript, Go (Golang), Python

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

Backend: Node.js, Express.js, GoFiber, RESTful APIs, Microservices, RabbitMQ, OAuth 2.0, JWT

Database & ORM: PostgreSQL, Redis, MySQL, Prisma, TypeORM, GORM, Firebase, Supabase

DevOps & Tools: Docker, Kubernetes, Prometheus, Grafana, NGINX, GitHub Actions, Ubuntu, Vercel, Cloudflare, Figma, Postman

CERTIFICATIONS

- Oracle Cloud Infrastructure 2025 Certified AI Foundations Associate – Oracle
- Dasar Cloud dan Gen AI di AWS – Dicoding Indonesia
- REST API (Intermediate) – HackerRank