

Mohammad Ghifari Yusuf

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PROFILE

Software Engineer with over 6 years of experience building scalable, secure systems using Go, Ruby on Rails, and JavaScript. Known for strong ownership, a collaborative mindset, and a passion for solving complex problems. Skilled in delivering cloud-native and real-time solutions that meet evolving business needs.

WORK EXPERIENCE

Software Engineer, SDE-3

AccelByte (Oct 2022 - May 2025)

- Developed the AccelByte Development Toolkit, enabling the distribution of 12.5 petabytes of game builds and processing 118,000 crash reports in 2024, which streamlined workflows and supported over eight successful game launches.
- Contributed to designing and maintaining the scalable Armada dedicated server system on AWS and bare-metal infrastructure with HashiCorp Nomad, ensuring reliable performance for large-scale multiplayer environments.
- Enhanced organizational security by implementing ISO 27001 audit recommendations, achieving compliance, and significantly reducing risk exposure across projects.
- Mentored Fresh Graduate Program trainees through hands-on guidance and task planning, accelerating their skill development and cutting task delivery times from weeks to days, boosting overall team productivity.

Software Engineer, Middle

HappyFresh (Aug 2021 - Oct 2022)

- Developed and maintained scalable Order and Payment microservices that improved transaction reliability and user experience for 1.5 million active users across Southeast Asia.
- Engineered a payment orchestration system supporting multiple gateways, dynamic pricing, refunds, and withdrawals, boosting transaction volume and processing speed.
- Integrated ShopeePay in Indonesia and Touch 'n Go in Malaysia, expanding payment options and driving an estimated 30% transaction growth in these markets.
- Implemented balance withdrawals via Xendit, enabling secure transfers across over 140 banks and e-wallets, enhancing cash flow and user retention.

Junior Software Engineer

Mola TV (Nov 2018 - Jul 2021)

- Developed and maintained scalable backend services, including inbox, push notifications, match reminders, and dynamic leaderboards, which significantly enhanced user engagement and helped grow the platform to over 2 million active users across multiple platforms.
- Designed and supported real-time interactive quiz systems for nationwide live video broadcasts, ensuring low-latency and high-reliability communication. These systems efficiently scaled to support up to 500,000 concurrent viewers, enabling seamless audience participation and driving higher engagement during live events.

EDUCATION

- **Master of Information Systems Management, GPA: 3.91/4.0**
BINUS University (Sep 2022 - Sep 2024)
- **Bachelor of Computer Science, GPA: 3.17/4.0**
Padjadjaran University (Aug 2014 - Aug 2018)

CERTIFICATION

- AWS Certified Cloud Practitioner (Sep 2023 - Sep 2026)

TECHNICAL SKILLS

- **Programming Languages:** Go, Ruby on Rails, JavaScript
- **Cloud Platforms:** AWS, Google Cloud Platform (GCP)
- **Containerization & Orchestration:** Docker, Kubernetes, Nomad
- **Architecture & Protocols:** Microservices, REST APIs, gRPC, WebSocket
- **Databases:** MySQL, PostgreSQL, MariaDB, Redis, MongoDB
- **Messaging Systems:** Kafka, NSQ
- **Monitoring & Alerting:** Grafana, Datadog, ELK Stack
- **Tools:** Git, Jira, Slack

LANGUAGES

- **Indonesian:** Native
- **English:** Professional working proficiency
- **Japanese:** Beginner