

Adrian Prayogo

Experienced software engineer and team lead with a strong background in frontend development

EXPERIENCE

Rainforest QA, Remote **Senior Engineering Manager**

Oct 2017 - Aug 2024

Continued leading and managing the Frontend team.

During this time the company shifted focus from using a crowd of human testers to execute tests on customer websites, to offering a proprietary no-code automation testing tool based on the visual appearance of the website.

One of the major projects I worked with my team was to build a new no-code, block based visual test editor. Some of the editor features we implemented:

- Test previewing: executing the test instructions in a virtual machine while the user watches it through a vnc client embedded in the editor
- Drag and drop reordering of steps
- Taking screenshots to use in test instructions
- Creating reusable set of instructions to be used in multiple tests
- Templating test data to be used in test instructions
- Fallback match modes, using dom selectors in case a screenshot match failed. We added the ability to suggest dom selectors based on the screenshot taken

I was also responsible for supporting the business model transition from contracts based customers to pay-as-you-go self serve, building a registration flow. As part of this project I also worked with backend engineers to design the subscription lifecycle and billing related pages.

Javascript, React, Flow, CSS, Webpack, Ruby, Rails, AWS, GCP, Stripe

Engineering Manager

Mar 2017 - Oct 2017

Lead the Frontend team at Rainforest QA, responsible for the single page application used by customers to interact with the product (test authoring / organization, result review, account management). This included:

- Advising team members in planning and implementation of all frontend projects
- Coaching and mentoring on communication, collaboration, planning and estimation, etc.
- Conducting performance reviews
- Reviewing code
- Collaborating with product managers to plan out future feature work
- Facilitating constant discussions within the team to improve

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EDUCATION

University of Michigan

Ann Arbor, Mi

M.S.E Computer Science and Engineering

2013

GPA: 7.00/8.00

University of Michigan

Ann Arbor, Mi

B.S.E. Computer Science and Engineering

2011

GPA: 3.55/4.00

AWARDS

Magna Cum Laude University of Michigan, 2011

LANGUAGES

Fluent in English and Indonesian

- processes and conventions
- Hiring new team members

In this role I still make contributions to the codebase regularly, acting as a flexible additional manpower to be deployed on ongoing projects as needed.

Javascript, React, Flow, CSS, Webpack, Ruby, Rails, AWS, GCP

Senior Software Engineer

Jul 2015 - Mar 2017

Second frontend hire of a fully remote, globally distributed, small engineering team. Responsible for the development and maintenance of the web app used by customers to author and run tests and review results, as well as the web interface testers used to execute tests.

This included:

- Migrating from Backbone.js to React, Redux
- Migrating unit testing framework from Jasmine to Jest
- Setting up instrumentation and analytics integration (Segment)
- Added crash reporting integration (Sentry) and conducting bug triage
- Configuring CI / CD pipeline (Circle CI)

Initially the engineering team also carried out product management and design responsibilities. As we hired dedicated product managers and designers, I worked closely with them in coming up with solutions to user problems, providing estimates and suggestions on how it can better solve the problem or be shipped faster.

Javascript, Coffeescript, React, Backbone, CSS, Flow, Ruby, Rails, AWS

Collablify.IT, Ann Arbor, Mi Co-Founder, Lead Software Engineer

2013 - 2015

- Lead a team of engineers in the design, implementation, and maintenance of Collablify client libraries for iOS and Javascript
- Held talks in developer meetups to demonstrate and promote the usage of the Collablify client library
- Wrote documentation, developer guide, and sample applications to showcase the capabilities of the Collablify platform, also to be used in developer tutorials
- Designed and built Collablify Cobrowse, a cloud based no-install web application that synchronizes browser state and content in real time over the Internet to allow users to browse the web together

Java, Android, Coffeescript, Python, Flask, AWS, Google App Engine

Intergalactic Mobile Learning Center (University of Michigan), Ann Arbor, Mi
Lead Software Engineer

2011 - 2013

Lead software engineer of a team studying improvements on early learning efficiency through collaborative apps

- Built Collabrify – a platform that enables applications to synchronize data in real time, runs on AWS
- Co-designed the next iteration of the Collabrify platform to run in Google App Engine, improving its scalability and reliability.
- Designed and built the Collabrify client library for Android to broadcast and listen to data change events.
- Created WeMap and WeSketch, a concept mapping and drawing/animation tool on Android, with real-time collaboration
- Lead a group of students in creating a suite of real-time collaborative mobile applications to be used in schools as well as a Learning Management System to synchronize and back up student files
- Maintained MyDesk, a suite of educational mobile applications for Windows Phone used in Nan Chiau Primary School, Singapore

Java, Android, AWS, Google App Engine