

Batista Harahap

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Skills

Listening



Trading Software Engineering



Functional Reactive Programming



Management



Tech Design



Python



Professional Summary

"Sometimes you have to run before you can walk" - Tony Stark

Sums up what I do and how I do things.

I write codes, blog posts and music usually but nowadays I listen more. Tell me anything.



Employment history

Engineering Manager, Noon. Dubai, UAE

Mar. 2020 – Present

Rebuilding services with a focus for Python best practices and type hints.

Interim CTO, Goplay Indonesia. Jakarta, Indonesia

Dec. 2020 – Mar. 2021

Served as an Interim CTO to help Goplay relaunches itself as an Interactive Live Streaming service, first in Indonesia. While Goplay is an independent company, it's also a subsidiary of Gojek Indonesia.

My time here was spent to inject startup execution into the engineering team and engineering mindset to produce low latency responses.

CTO, Playgame Pte Ltd. Singapore, Singapore

May. 2018 – Apr. 2020

Play Game is a cryptocurrency company focusing its effort to power real economy in the gaming world. To put it simple, it's an online arcade gifting people cryptocurrency tokens should they win against each other.

The token PXG is an ERC20 token based on Ethereum. Having no experiences before writing Ethereum smart contracts, this was a fun challenge for the team and me.

Play Game's backend is built as a monolith in the beginning. Only after we saw traffic coming in, we started to develop independent microservices.

Tech stack:

- Python
- Golang
- NodeJS
- MongoDB
- PostgreSQL
- RabbitMQ
- Kubernetes
- Google Cloud

Microservices needs a smooth CI/CD pipeline, this was our priority even when it was still a monolith.

We implemented a concept we call "Proof of Play" to combat cheaters. Client side gaming will always be difficult, there are many ways to send false data to the server side. An oversimplification of the concept would be:

1. Gamer starts playing
2. Game over
3. Game sends the players' moves
4. Filter the moves for irregularities
5. Calculate score
6. Show on the frontend

Encryption and trustless concepts played a big part in creating "Proof of Play".

Director, Prism App. Jakarta Selatan, DKI Jakarta

[Aug. 2016 – Jul. 2018](#)

Prism is a pivot from Coral, the previous product. We learned that there was a need for larger e-commerce players in Indonesia to implement "Chat-to-Buy" within their websites.

During its lifetime, we see up to 80% conversion rates happening within a chat window. We facilitate this by making it easy for chat operators to handle orders from customers. Prism was used by a number of Indonesia's larger e-commerce players. This was also my first try in building a SaaS company.

At the time the company had more than 20 engineers with different skill sets. During my time elsewhere, I developed a JSON schema called ACTA (Actor, Action, Object & Meta) based on how a social media work. We implemented this schema as a protocol to connect different services through a queue.

Was built as microservices from the beginning. The final tech stack was:

- Golang
- Python
- NodeJS
- Kong API Gateway
- PostgreSQL
- MongoDB
- RabbitMQ
- MQTT
- ES6 Web Frontend and SDK for customers

Although Prism is a chat product, the system was by design asynchronous but never real time.

Cofounder & Director, Coral Indonesia. Jakarta Selatan, DKI Jakarta

[Mar. 2015 – Aug. 2016](#)

Coral is a mobile app with a fresh take on e-commerce. Cofounded the company with 2 other cofounders. The product we developed was based on more than 100 interviews with Instagram sellers.

We developed a "Chat-to-Buy" experience where shoppers only way to buy is to chat. Indonesia is unique in this sense.

Tech stack:

- Python
- MongoDB
- PubNub
- Digital Ocean
- Android - Java

In our first 3 months into the company's birth, we were acquired by Midtrans, Indonesia's largest payment gateway.

Before the acquisition, I worked on the whole stack myself. After the acquisition, we started building the team. I played an active role in the M&A process of another company in Yogyakarta, Indonesia to be integrated into Coral and Midtrans.

Coral later pivoted.

VP of Research & Development, Ardent Labs. Jakarta Pusat, DKI Jakarta

[Oct. 2014 – Mar. 2015](#)

The company's mission is to nurture employees into founders & cofounders. I was one

of the people there to provide a more technical contributions for others.

Eventually exited the company to start a company seed funded by this company.

Lead Engineer, Icehouse Corp. Jakarta Selatan, DKI Jakarta

[Apr. 2014 – Oct. 2014](#)

Icehouse is an academy for software engineers before they themselves embark on their careers, or at least that's how it turned out to be. The company itself is based in Silicon Valley, Melbourne and Jakarta. The core business is to provide software services for clients around the world.

During my time there, I learned more about people management and I find joy in doing so. Unlocking people's potential is more often than not a proud achievement for me that I keep to myself.

Tech stack:

- AWS
- Python
- MySQL
- Ruby
- Android
- iOS

Most of the client works are building MVPs, it was a great place for aspiring graduates to learn about what the industry actually do. We recruited graduates and engineers with up to 2 years experiences more than other recruits.

Aside from writing codes and mentoring young engineers, I was responsible for estimating engineering costs for clients. Something more informal was moderating a weekly discussion session between engineers to talk about tech.

CTO, PT. Ayoklik Indonesia. Jakarta Selatan, DKI Jakarta

[Jul. 2010 – Jan. 2014](#)

One of Indonesia's first startup; Urbanesia. Nearing its demise was acquired by Kompas Gramedia group. I joined the company mid way into its existence.

Led a small team of product designers and engineers to build at the time Indonesia's only lifestyle city directory. Managed more than 200,000 point of interests and automating mundane day-to-day tasks.

Colocating bare metal servers were the only solution at the time. Didn't have the luxury of clicking through how many CPU core or memory to be allocated. We worked on a large dataset with minimum hardware resources. Had to be creative to deliver an illusion of speed for the users.

Tech stack:

- PHP & MySQL
- Memcache
- Redis
- Sphinx Search
- Python
- CentOS

Google Maps licensed Urbanesia's POI data for its Jakarta and Greater Jakarta maps.

My active work was writing software both for the backend and web frontend. Much of my work involves optimising the whole system for performance. With such limited resource in people and hardware, there were a constant battle between speed versus "real-timey" data which I'm happy to talk about over drinks.

Technical Director, PT. Mediafusion Interactive Communicator. Jakarta Selatan, DKI Jakarta

[Aug. 2009 – Jul. 2010](#)

Cofounded this company and doing client service work when the world was experiencing a digital transformation. The company offer services in designing digital solution.

One of which was designing, developing and executing a flawless Wifi network for Yahoo Open Hackday 2009 in Jakarta. For the event, we supported more than 200 devices by using Open Source software.

Tech stack for Yahoo Open Hackday 2009:

- Linksys WRT54GL for the Wifi hardware
- DD-WRT - custom linux running on the Wifi routers
- pfSense - provides a captive portal for people to connect and acts as gateway to load balance 2 separate ISP's
- PHP & MySQL - wifi captive portal and session tracking

Other work for the company are executed mostly with vanilla PHP & MySQL.

Web Developer, Hotel Mulia Senayan. Jakarta Selatan, DKI Jakarta

[Jun. 2008 – Oct. 2009](#)

Tech stack:

- ASP
- Microsoft IIS

Primary role was developing and maintaining the hotel's main website along with a few microsites. Did more web frontend work.

Web Developer, PT. MNC Sky Vision. Jakarta Barat, DKI Jakarta

[Feb. 2006 – Nov. 2006](#)

Tech stack:

- PHP & MySQL
- Linux
- FreeBSD

Developed and maintained the company's website and web based intranet. Primary role in the backend and server management with some web frontend work.

Education

Limkokwing University of Creative Technology, Cyberjaya, Selangor

[Incomplete, Multimedia Software Engineering, Jul. 2006](#)

Universitas Bina Nusantara, Jakarta Barat, DKI Jakarta

[Incomplete, Computer Science & Mathematics, Jul. 2004](#)

Links

Github - <https://github.com/tistaharahap>

Blog - <https://bango29.com>