



YUSRIYADI

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Android Developer with over 5 years of experience in building and maintaining mobile applications using Kotlin and Java. Skilled in MVP/MVVM architecture, local databases (Room), and hardware integration such as Bluetooth/USB/LAN printers. Experienced in POS product development and various client-based projects for software houses. A fast learner who thrives in both independent and collaborative settings, and passionate about knowledge sharing.

Work Experience

Android Developer — Nutapos (*Jan 2021 – Present, Yogyakarta*)

- Developed and maintained Nutapos Android-based POS application.
- Led the migration of codebase from Java to Kotlin.
- Transitioned architecture from MVP to MVVM using Android Jetpack (ViewModel, LiveData, Navigation).
- Designed offline-online synchronization using Room & WorkManager to ensure transaction data integrity during connectivity loss.
- Integrated the app with various printers via Bluetooth, USB, and LAN.
- Collaborated closely with backend and QA teams.
- Since mid-2024, appointed as Lead Android Developer: responsible for task delegation, ensuring on-time delivery, and fostering team collaboration.

Android Developer — Thortech (*June 2019 – Oct 2020, Samarinda*)

- Developed various android apps ranging from queue management to ride-hailing (*ojeK online*) applications.
- Utilized Kotlin, Room, Retrofit, Socket.io, and Google Maps SDK.
- Designed RESTful communication layers, optimized Retrofit + Gson caching, and implemented FCM notifications.

Intern — Thortech (*Sept 2018 – Nov 2018, Samarinda*)

During my internship at PT. Thortech Asia Software, I supported the quality assurance process of a Hospital Information System by conducting on-site manual testing and identifying any bugs or issues. Additionally, I created an innovative application as a project,

which required me to research, design, and develop a solution to address a practical, real-world challenge.

Lab Assistant— Mulawarman University (*Part-time, 2016 – 2018*)

- Guided practical sessions on Programming Algorithms, Data Structures, Databases, basic web development, and Laravel Framework.
 - Provided consultations for students needing extra academic support.
 - Assessing students' practicum tasks and final projects in accordance with predefined criteria and standards.
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Education

Master of Information Technology at Universitas Gadjah Mada, Yogyakarta (2022–2025)
GPA: 3.64 / 4.00

Bachelor of Computer Engineering at Universitas Mulawarman, Samarinda (2015 – 2019)
GPA 3.85/4.00

Technical Skills

- **Languages & Frameworks:** Kotlin (Advanced), Java, Android Jetpack, Coroutines, Hilt/Dagger, Koin, Retrofit, WorkManager, Socket.io, Google Maps SDK, Printer SDK
 - **Architecture:** MVVM, MVP, Clean Architecture
 - **Database:** Room, SQLite
 - **Testing:** JUnit5
 - **DevOps & Tools:** Git, Bitbucket, GitHub Actions, Jira, Figma, Postman
 - **Hardware Integration:** Bluetooth/USB/LAN printers, barcode scanners
 - **Methodologies:** Agile Scrum, CI/CD, Code Review
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Languages

- **Bahasa Indonesia** — Native
 - **English** — Professional Working Proficiency
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Certifications & Courses

Course Dicoding – (Belajar Fundamental Aplikasi Android)— Dicoding (2020)

- Mastering Mobile Programing Android — Skill Academy by ruangguru (2020)