

ALFIAN AKMAL HANANTIO

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Experienced Software Engineer with a strong specialization in Android development. Over 7 years of progressive experience in designing, developing, and maintaining high-performance Android applications. Adept at leading teams, collaborating with multidisciplinary groups, and driving applications improvements. Expertise in Kotlin, Java, and modern Android development frameworks such as Jetpack, Kotlin Multiplatform Mobile, Compose. Passionate about leveraging new technologies and best practices to deliver user-centric solutions.

EXPERIENCE

Sr. Android Developer | Digital Daya Teknologi | South Jakarta, ID

March 2023 – Present

- Led a team of Android developers through the entire nobuneo project lifecycle, utilizing Agile methodologies for task management, story point estimation, and project delivery. Additionally, I contributed to Engineering Manager tasks such as resource allocation, risk mitigation, and release management.
- Performed technical assessments of Android projects to evaluate feasibility, identify potential challenges, and recommend solutions.
- Communicated effectively with designers, product managers, QA, Back-End Engineer to ensure alignment on project goals and technical feasibility.
- Documented technical designs and solutions for future reference and knowledge sharing within the team.
- Streamlined the development process by automating repetitive tasks.
- Used tech: Kotlin, Compose, Docker, Hilt, Bitbucket Pipelines, Git, Shell script, Gradle.

Sr. Android Developer | Moladin Digital Indonesia (MOLADIN) | South Jakarta, ID (Remote)

June 2022 – Feb 2023

- Contributed to the development and enhancement of the Warehouse Management System for the Moladin Agent Android Application.
- Led an Android guild within the squad, fostering knowledge sharing and best practices among team members.
- Conducted technical interviews to recruit top talent.
- Collaborated daily with cross-functional teams (engineering, design, product management, and marketing) to achieve project goals.
- Led the squad in adopting DevOps culture by implementing automation scripts significantly reduced operational time.
- Used tech: Kotlin, Java, Docker, NodeJS, Typescript, Shell script, MySQL, Room, Hilt, Gradle, Jenkins.

Sr. Android Developer | Fintek Karya Nusantara (LinkAja) | South Jakarta, ID

Oct 2020 – May 2022

- Developed and enhanced the LinkAja UI Kit and Toolkit to expedite feature development.
- Participated in the architecture migration of the LinkAja App, ensuring seamless transitions.
- Conducted technical interviews and contributed to the hiring process.
- Worked closely with designers to build and maintain a robust design system.
- Managed a team of six developers, providing mentorship and technical guidance.

- Used tech: Kotlin, Java, C, Svelte, Gitlab CI, Room, Hilt, Storybook, Typescript, Gradle.

Android Engineer | Payfazz Teknologi Nusantara (FAZZ) | South Jakarta, ID

January 2018 – May 2020

- Wrote modern, performant, and maintainable code for the Payfazz Android Application and internal applications.
- Collaborated daily with a multi-disciplinary team to deliver high-quality software solutions.
- Used tech: Kotlin, Java, Go, Gradle, Android, GraphQL, Room, Koin, Dagger, Fastlane, Jenkins.

Android Developer | CV. Sarana Komunikasi Indonesia | Sidoarjo, ID

January 2018 – May 2020

- Designed, developed, and maintained the iPayKIOS Android application from scratch.
- Developed and maintained business intelligence tools.
- Conducted manual testing on various Android devices to ensure functionality and performance.
- Used tech: Java, Retrofit, OkHttp.

FUN PROJECTS

WiseScreen

This project was built for the "Anak Indonesia Bijak Beraktivitas di Depan Layar" challenge by Dicoding Indonesia. I developed this project from the design process using Figma until it was selected as a Winning App. The main purpose of this project is to manage screen time while using mobile devices.

- Used tech: Figma, Kotlin, Compose, Room, Hilt

DyahAcademy

DyahAcademy is an Android application designed as an e-learning platform to support students at SMPN 49 Surabaya during COVID-19.

- Used tech: Figma, Kotlin, Hilt, TypeScript, Strapi, NodeJS, Docker.

EDUCATION

Bachelor of Information Systems | Indonesia Open University

2020 – 2024

- GPA 3.63 / 4.00

SKILLS

Soft skill: Problem Solving, Communication, Leadership, Management.

Programming Language: Kotlin, Java, Go, Rust, JavaScript, TypeScript, Python.

Database: SQLite, MySQL, PostgreSQL, MongoDB, Redis.

Framework: Android, ReactJS, Svelte, NextJS.

Others: Nginx, Docker, Git, CI / CD, GraphQL, NodeJS, Microservices, Jenkins, Firebase, Supabase, Strapi.

CERTIFICATION

[Belajar Membuat Aplikasi Android dengan Jetpack Compose | Dicoding](#)

Issued Dec 2022 · Expires Dec 2025

[Advanced Golang Mini Course | Alterra Academy](#)

Issued Oct 2022

[Menjadi Pemimpin yang Mampu Membuat Perubahan | Udemy](#)

Issued Mar 2022

[SOLID Principles: Introducing Software Architecture & Design | Udemy](#)

Issued Jun 2021

[Back End Development and APIs | FreeCodeCamp](#)

Issued Jan 2020

[Front End Development Libraries | FreeCodeCamp](#)

Issued Nov 2019