

ARIF ARIYAN

SENIOR SOFTWARE ENGINEER | NATIVE ANDROID • FLUTTER

CONTACT

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📍 Depok, West Java, Indonesia

TECHNICAL SKILLS

Flutter

Kotlin

Swift

Java

Software Design & Architecture

Vue.js

React

Node.js

LANGUAGES

Indonesia Native/Bilingual

English Professional Working

SOCIAL

🌐 arif-ariyan

🗨 obiwancenobi

🌐 riffcompiler.com

ABOUT ME

Experienced Software Engineer with over 14 years of hands-on experience designing and developing scalable cross platform mobile application. Proficient in Flutter, Kotlin, and Java.

Proven track record of delivering impactful solutions, including cost reduction, system performance improvements, and successful product launches. Experienced working at Grab for 3 years, with strong collaboration skills across cross-country teams.

EXPERIENCE

Senior Mobile Engineer Muvr Technologies, Inc. Dec 2024 – Apr 2025
• US (Remote)

- Developed live tracking vehicle for driver, helper & share to customer.
- Developed secure authentication systems for mobile applications using OAuth2 protocols, safeguarding user data from unauthorized access.
- Optimized application memory usage with efficient coding practices, reducing crashes and improving device compatibility.
- Maximized code reusability through implementation of modular components designed for easy adaptation across platforms or projects.
- Evaluated third-party SDKs for compatibility with project requirements, facilitating seamless integrations into existing applications.

Mobile Engineer PT. Tiptip Network Jun 2022 – Sep 2024
Indonesia • Jakarta

- Developed revamped home screen on TipTip app.
- Managed on publishing process to Play Store & App Store.
- Managed to achieve engineer OKR result.
- Managed to achieved required unit testing coverage number.
- Worked with other engineers, product, design & QA to develop mobile software solutions based on a given set of requirements.
- Collaborated with 3rd party vendors to find solutions/efficient development.

Senior Software Engineer - Android PT. Grab Teknologi Oct 2019 – Jun 2022
Indonesia • Jakarta

- Integrated credit card payment with 3rd party payment gateway (Stripe) on Grab app.
- Worked with other engineers, product, design & QA to develop on GrabMerchant app.
- Went into the field and met merchants directly to collect data & analyze issues that arose in the field.
- Managed communication with other departments from overseas.

- Android Developer** PT. Kudo Teknologi Oct 2016 – Jun 2022
Indonesia • Jakarta
- Developed a revamped home screen on Kudo app.
 - Implemented MVP architecture on Kudo app.
 - Managed migration from MVP to MVVM architecture on Kudo app.
 - Managed on publishing process to Play Store.
 - Managed on increasing Unit Testing coverage on Kudo app.
 - Managed on optimizing static code analysis.
- Android Developer** PT. Domikado • Jakarta Apr 2015 – Oct 2016
- Developed video streaming application on Android.
 - Integrated socket.io as a chat feature on Android.
 - Developed dynamic ads on video streaming.
 - Developed dynamic form for reporting on Android.
- Mobile Developer** Tagit Pte Ltd • Jakarta Feb 2015 – Mar 2015
- Coordinated with client (Bank Danamon) to develop mobile applications based on a given set of requirements.
- Android Developer** LinkIT360 • Jakarta Feb 2014 – Jan 2015
- Coordinated Android & iOS developers on tasks & development progress.
 - Worked closely with clients to develop mobile software solutions based on a given set of requirements.
- Mobile Developer** PT. Risto Mobile Mar 2011 – Jan 2014
Solutions • Jakarta
- Developed photo editor app on Android platform (Java).
- Web & iOS Programmer** PT. Boleh Net Indonesia Apr 2010 – Feb 2011
• Jakarta
- Contributed in developing internal web application using CodeIgniter.
 - Developed iOS Mobile Application for Garuda Indonesia Ticketing (Objective-C).
- Research & Development** PT. Catur Elang Apr 2007 – Mar 2010
Perkasa • Jakarta
- Designed schematic & PCB for coin-operated payphone.
 - Developed coin detection software for microcontrollers in Assembly language.
 - Developed auto-reporting software for coin phones in the field using Delphi.
 - Went into the field and collaborate with field engineers to collect data & analyze issues that arise in the field.
 - Developed desktop application for construction progress monitoring using Delphi.
 - Developed progress report web-based app using WAP.

PROJECTS

Primaku

Sep 2025 – Current

play.google.com/store/apps/details?id=com.primaku.kadermu [↗](#)

Developed a comprehensive learning management system for a Flutter-based educational app, featuring offline-first content delivery, interactive quizzes, and progress tracking.

Key Features

- **Learn Dashboard:** Centralized interface with topic browsing, quiz progress, and data synchronization
- **Material Viewer:** Rich HTML content display with sequential navigation and reading progress tracking
- **Interactive Quizzes:** Multiple-choice questions with answer validation, navigation, and score calculation
- **Score Analytics:** Competency assessment with visual feedback, retake options, and detailed answer reviews
- **Topic Filtering:** Dynamic content categorization with class discovery

Technical Stack

- **Flutter/Dart:** Cross-platform mobile development
- **State Management:** Provider with Freezed models
- **Data Persistence:** SQLite with Drift ORM
- **API Integration:** RESTful services with incremental sync
- **UI Components:** Material Design with HTML rendering

Achievements

- Implemented offline-first architecture with automatic data synchronization
- Built scalable MVVM architecture supporting complex state management
- Integrated analytics tracking for user engagement metrics
- Ensured responsive design with accessibility features

This module enables seamless learning experiences with robust data handling and user-centric design.

Logisly Driver & Transporter

Jul 2025 – Aug 2025

play.google.com/store/apps/details?id=com.logisly.driver [↗](#)

Logisly Driver empowers Logisly-connected drivers to:

- Effortlessly view and manage upcoming deliveries.
- Operate within a secure system that encrypts your data in transit.
- Reach dedicated support anytime—whether you're already a transporter or looking to become one.

Are you a transporter with trucks? Download the **Logisly Transporter** app to join and access transport-specific features.

KLAR Smile - Aligner & Beyond

play.google.com/store/apps/details?id=com.klar.klarsmile&hl=en_US [↗](#)

Teeth straightening has gone digital - and you are cordially invited to experience it first-hand with our KLAR Smile app!

Mitra BUMDes

play.google.com/store/apps/details?id=com.bumdes&hl=en_US 

BUMDes Partners (Village-Owned Enterprises) are merchants from BUMDes who have collaborated / activated between the Village Government and Telkom Indonesia's Smart Village Nusantara (SVN), in this case the SempelDesa Application solution. BUMDes Partners are integrated with the SempelDesa Dashboard as part of the PPOB Payment unit (Electricity, Credit, BPJS, Indihome, etc.) where Village residents who do not have a Digital Wallet / Wallet or cash can be served by BUMDes Partners. The appointment of BUMDes partners, both individuals / RT / RW / Kawil / Warung / Counter, is the policy of the local BUMDes. Come on, activate your village and coordinate with the local BUMDes to get this service.

simpeldesa

play.google.com/store/apps/details?id=com.simpeldesa&hl=en_US 

The village facilitates the administration and service delivery of the Village Government and builds the village economy through e-business.

TDS & IATQ Android Application

Sep 2024 – Sep 2024

Internal research app for Kadence Indonesia.

Visiku Mobile App

May 2024 – Aug 2024

Visiku is a platform to connect business owners in the Micro, Small and Medium Enterprises (MSMEs) sector with Investors. Visiku provides capital solutions to Micro, Small and Medium Enterprises (MSMEs) in Indonesia, so that MSMEs can be more expansive and develop.

TDS & IATQ Android Application

Apr 2018 – Nov 2018

Internal research app for Kadence Indonesia

Garuda Indonesia Mobile Application

Apr 2011 – May 2013

Garuda Indonesia Mobile is a mobile application that makes it easier for Garuda Indonesia passengers to reserve and purchase tickets using a mobile device: Android, Blackberry, and iPhone. The application provides three methods of payment: Credit Card, GA e-Payment (KlikBCA), and GA Online Payment (ATM and Internet Banking). Currently, this booking facility is only available for domestic routes.