

# TRI AGUNG JIWANDONO

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## SUMMARY

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Software Engineer with 4+ years of experience building user interfaces for production web and mobile applications across healthcare, food & beverage, education, community, and financial services. Strong focus on UI implementation, frontend architecture, and cross-platform delivery using Flutter, React Native, Next.js, and React.js, with a particular passion for mobile app development. Experienced across the full delivery cycle, from feature development and API integration to native build & release management for the App Store and Google Play. Former Mobile Team Lead with experience in code reviews, mentoring, and release coordination. Adept at picking up new stacks quickly and integrating AI-assisted workflows to improve delivery speed and consistency.

## EXPERIENCE

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### Software Engineer

March 2026 – Present

Freelance, Remote

Working with a remote client delivery team to build Flutter mobile applications. Responsible for application architecture planning, technology stack decisions, and AI-assisted delivery workflows during early-stage product development.

*Project Contributions:*

#### **Escape Nomade** (Flutter) — *client product - premium tent supplier*

- Delivered full UI implementation across 3 user roles (Fans, Client, Ambassador) covering a service flow of design, consultation, manufacturing, delivery, installation, and maintenance - completed in approximately 4 weeks.
- Prepared the application for backend integration, with architecture and stack planned from the ground up for an early-stage product.

### Software Developer

March 2024 – March 2026

SoftwareSeni - PT Software Service Indonesia — Yogyakarta, Indonesia

Delivered product features for company and client projects across healthcare, food & beverage, community, education, and financial services. Implemented AI-assisted development workflows and authored guidelines to standardize execution across teams.

*Project Contributions:*

#### **Cenz Health** (React Native, Expo, EAS) — *client product - health & nutrition mobile app*

- Implemented authentication, onboarding, profile management, meal logging, diagnostics, and ordering modules.
- Handled API integration, edge-case validation, and UAT-driven stability fixes.
- Managed Android and iOS build & release process via Expo and EAS, including TestFlight and Play Store deployments.

#### **32do** (Next.js, PWA) — *client product - restaurant ordering platform (PWA + Kitchen Display System)*

- Enhanced cart, checkout, and payment flows; improved authentication and session reliability.
- Built order management features for the Kitchen Display System and implemented localization and push notifications.
- Refactored project structure to a modular architecture for better maintainability across releases.

#### **Sista Indonesia** (Next.js, Qiscus SDK, PWA) — *client product - community-based PWA*

- Developed real-time Direct Messaging using Qiscus SDK with pagination, retry logic, file upload, caching, and token handling.
- Implemented live notifications with unread indicators, plus Google Analytics and Tag Manager integrations.
- Configured offline mode and caching strategies to improve performance and reliability across multiple production releases.

#### **Confidential Project (via Appelit)** (Ionic Angular, Laravel, Laravel Nova) — *client product - Ionic Angular frontend with Laravel backend*

- Improved UX with shimmer loading and resolved Android & iOS build issues; migrated deprecated AdMob integrations.
- Strengthened backend by building API endpoints, custom validation logic, migrations, seeders, and Laravel Nova resources.

#### **Tribun Academy** (Next.js) — *client product - online course platform*

- Delivered course management features including chapter and subchapter handling, lesson flow, and PDF viewer enhancements.
- Resolved login, quiz logic, and checkout reliability issues.

#### **Tirta** (Flutter, monorepo) — *company product - Flutter white-label medical/healthcare product*

- Built reusable UI modules and contributed to modular architecture improvements for scalability across multiple client deployments.

**Mobile Developer Intern → Mobile Developer → Mobile Developer Team Leader**  
VARX & GMEDIA - PT Media Sarana Akses / PT Media Sarana Data — Sleman, Indonesia

*September 2021 – February 2024*

- Joined as Mobile Developer Intern at VARX, then hired full-time at GMEDIA (sister company), progressing to Team Leader.
- Applied Clean Architecture, MVC, MVVM; integrated Firebase, Google Maps API; CI/CD with GitLab CI and Fastlane.
- Led the mobile development team and supervised mobile developer interns.
- Conducted code reviews, technical mentoring, and architecture guidance.
- Coordinated task distribution, monitored progress, and ensured delivery aligned with timeline and quality expectations.

*Project Contributions:*

**Fiberstreamku** (Flutter, Shorebird, Firebase) — *company product - ISP customer self-service app*

- Contributed to a major application revamp covering billing, payments, service monitoring, and notifications.
- Implemented real-time push notification delivery and in-app patch updates via Shorebird.

**Visitorku** (Flutter, Shorebird) — *company product - visitor management with facial recognition*

- Implemented visitor registration and validation flows; improved on-site check-in stability.
- Supported in-app patch updates using Shorebird.

**DifaBike** (Flutter, Google Maps API) — *company product - ride-related mobile application*

- Developed real-time order synchronization and reusable components.
- Supported Android and iOS production releases.

**Joyful Space Booking** (Flutter) — *company product - space reservation app*

- Implemented booking creation, modification, cancellation, check-in, and check-out flows.
- Built reminder and notification features with stable API integrations.

**Mejaseni** (Flutter) — *company product, started during VARX internship and continued at GMEDIA*

- Built reusable UI components and supported backend integration to improve consistency and application data flow.
- Continued ownership of the project after transitioning from intern at VARX to full-time at GMEDIA, including completing backend integration.

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## EDUCATION

**Master of Information Technology - Business Intelligence track**

*September 2023 – November 2025*

University of Technology Yogyakarta — DI Yogyakarta, Indonesia

- GPA: 3.53
- Thesis: Stock Market News Sentiment Analysis Using Fine-Tuned IndoBERT - Built web scraping scripts (BeautifulSoup), preprocessed text data, and fine-tuned IndoBERT for financial sentiment classification using Python and Google Colab.
- Journal manuscript accepted (Scopus Q4): Fine-Tuned IndoBERT for Stock Market Sentiment Analysis: Evidence from CNBC Indonesia News.

**Bachelor of Informatics**

*September 2018 – December 2022*

University of Technology Yogyakarta — DI Yogyakarta, Indonesia

- GPA: 3.75
- Thesis: Daily Educational Activities Scheduling Application for Student Activity Units Using Genetic Algorithms on Mobile Platforms - Built a scheduling system using Laravel backend, Vue.js admin web, and Flutter mobile app.
- Award: Best Graduate Student, Period II, Academic Year 2022/2023

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## SKILLS

**Languages & Frameworks:** Dart, Flutter, JavaScript, TypeScript, React Native, Expo, Next.js, React.js, Vue.js, Ionic (Angular), HTML5, CSS3, Tailwind CSS, Laravel (basic), Python (basic)

**Architecture & Engineering:** Clean Architecture, MVVM, MVC, Modular Architecture, Monorepo, REST API Integration, Authentication & Session Management, PWA, Service Workers, Real-time Systems, Offline-first Design

**Tools & Deployment:** Git, GitLab CI, Docker, Fastlane, EAS, Shorebird, Firebase, Google Maps API, Google Analytics, Google Tag Manager, TestFlight, App Store & Play Store Deployment, AI-assisted development workflows