

# RIYAT DUL INSAN

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Senior Software Engineer with 7+ years of experience in Android Native, Flutter, and Full-Stack web development. Expert in building production-ready, end-to-end applications with a focus on architecture and performance optimization. Leveraged AI-driven development tools to optimize workflow and significantly increase development efficiency.

## Work Experiences

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### PT. Roketin Kreatif Indonesia - Remote, Indonesia

Apr 2022 - Dec 2025

Lead Mobile Engineer - Full-time

- Architected and standardized base mobile repositories using Clean Architecture (Flutter) and MVVM (Android) under DDD principles, implementing comprehensive Unit, Widget, Integration tests and Build Variants for multi-environment deployment.
- Publishing and routinely maintaining the app on the App Store, Play Store, and Huawei AppGallery.
- Refactoring, bug fixing, and creating new features for the legacy project.
- Implemented a CI/CD pipeline using Codemagic to automate application releases which reduced deployment time.
- Transitioned to the web division (Dec 2024 – Dec 2025) to develop and maintain high-quality web features using Vue.js and TypeScript, ensuring the delivery of production-ready code.

### Freelance Developer - Remote, Indonesia

Jan 2020 - Nov 2025

Software Developer

- Saimen Bakery - Digital Signage for Android TV as Fullstack Developer used Flutter, Laravel, Filament, s3 and Railway (2025)
- FlightSync - Flight Information as Fullstack used Flutter, Laravel and Filament (2025)
- InstaPOS - Saas Point of Sales (POS) with Tablet Device and Bluetooth printer as Flutter Developer (2024)
- Sesama - Food Order ecosystem Android/iOS for PT. Sesama Indonesia with Gmaps, Social Auth as Flutter Developer (2022)
- Sesama Delivery (Driver) and Sesama Marketing (Marketing Team) as Flutter Developer (2023)
- KeiMedika - Health Care App Consultation, Booking Schedule, Android, as Flutter Developer (2021)

### Telkomcel - Remote, Timor Leste

Jan 2022 - Mar 2022

Flutter Developer - Full-time

- Developed, refactored, and maintained high-performance Android & iOS applications using Flutter, implementing Clean Architecture and optimized state management.
- Architected user flows and interactive prototypes in Figma, ensuring technical feasibility and UX across the development lifecycle.

### PT. Sangkek - Jambi, Indonesia

Jul 2018 - Dec 2021

Mobile Developer - Full-time

- Engineered and maintained high-performance mobile applications using Android Native (Java/Kotlin) and Flutter, ensuring seamless cross-platform functionality and code reusability.
- Architected comprehensive user flows, wireframes, and highly detailed interactive prototypes in Figma to bridge the gap between complex business requirements and intuitive user interfaces.
- Deployment & Release Management end-to-end app release lifecycle, from configuring initial deployment environments to successfully managing production launches on the Google Play Store.

### Telkomsel (Branch Jambi) - Jambi, Indonesia

May 2017 - Sep 2019

Full-stack Developer - Full-time

- Developed an end-to-end Sales Canvassing application using Android Native (Java) and CodeIgniter 3, integrating MySQL for efficient large-scale data management.
- Architected a dedicated E-Sports Web Portal to manage automated registrations, match scheduling, and live scoring updates.

## Education Level

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### Nurdin Hamzah University - Jambi, Indonesia

Sep 2012 - Nov 2016

Bachelor of Informatics Engineering, 3.40/4.00

## Selected Projects

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### diCBN - CRM App with Register, Order and Billing Information.

- Architected and standardized a boilerplate repo within implement Clean Architecture, Dependency Injection, DDD principle and Build Variants Flavors.
- Initial deployment, publishing and routine maintenance on Apple AppStore, Google Play Store and Huawei AppGallery.
- Implemented CI/CD using Codemagic and Firebase App Distribution. Researched and implemented Payment Integration with Doku, Voip Call and Biometric Authentication.
- Integrated Firebase Cloud Messaging, Firebase Google Analytics and Crashlytics. Developed self register feature.

### Tugure - Digital Signature and Multi level Approval.

- Leading a team of Flutter developers to build cross-platform mobile applications.
- Initial deployment, publishing for internal and routine maintenance on Apple Appstore and Google Play Store.
- Implemented CI/CD using Codemagic and Firebase App Distribution.
- Integrated Firebase Cloud Messaging, Firebase Google Analytics and Crashlytics.
- Researched and implemented multi-page digital signature placement.

### getRISE - Attendance and Leave Request/Approve application.

- Refactored the entire codebase to implement Clean Architecture, improving maintainability and scalability.
- Headed the Mobile Flutter Development team.
- Developed core feature Login, Register and Attendance In/Out with Geolocation.
- Integrated Firebase Cloud Messaging, Firebase Google Analytics and Crashlytics.
- Developed home screen App Widget for Android.

### Sesama - Food Ordering Ecosystem.

- Developed Customer Food Ordering app, a Driver app with Google Maps integration, and a Merchant Marketing platform.
- Developed an end-to-end food ordering system, covering user selection, payment, and real-time order tracking.
- Developed a core authentication system featuring Social Auth integration (Google, Facebook, and Apple).
- Integrated Payment Integration(Midtrans) and Firebase Cloud Messaging.
- Initial deployment, publishing and routine maintenance on Apple Appstore, Google Play Store and Huawei AppGallery.

### Keimedika - Healthcare and Consultation App.

- Developed a platform Health care solution, facilitating seamless interaction between Patients and Doctors via chats virtual consultations.
- Implemented secure user onboarding, service catalogs, and an Electronic Medical Records (EMR) system with integrated appointment booking.
- Implemented real-time chat and push notifications using Firestore and Firebase Cloud Messaging.
- Initial deployment, publishing and routine maintenance on Apple Appstore and Google Play Store.

## Skills & Other Experience

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**Mobile Development :** Android Native, Flutter, Compose, Cross-Platform Development.

**Frontend Development:** Vue.js, React.js, Vite, Tailwind, Bootstrap, HTML5, CSS3,.

**State Management:** Bloc, Cubit, GetX, Riverpod, Provider, Pinia, Context API, Redux, Zustand.

**Backend Development:** Laravel, Filament, Node.js, NestJS, RESTful APIs, Authentication, API Integration.

**Programming Languages:** Kotlin, Dart, Typescript, Golang, PHP.

**Databases & Storage:** MySQL, SQLite, PostgreSQL, Hive, Local Persistence, Redis.

**Deployment & Distribution:** Vercel, Railway, Firebase App Distribution, Google Play Store, Apple App Store, Huawei AppGallery.

**Tools & Integrations:** Android Studio, Git, RESTful API, Firebase, CI/CD (Codemagic), OAuth 2.0, Biometric Auth, BLE (Bluetooth), Google Maps, Google Analytics, Crashlytics.

**Architectures & Best Practices:** Clean Architecture, MVVM, DDD, SOLID, DRY Principles.

**Testing & Quality:** Unit Testing, Widget Testing, Integrated Testing, Flutter DevTools, Performance Profiling.

**Others:** <https://riduns.com/#projects>