

Farhan Yuda Pahlevi

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Professional Summary

Senior Fullstack Software Engineer with 8+ years delivering production-grade mobile, web, and backend systems at GoTo Group, Indonesia's largest super-app, serving millions of merchants across Southeast Asia. Expert in Kotlin, Flutter, Kotlin Multiplatform (KMP), HTML5, CSS3, JavaScript, React, Next.js (SSR/CSR), and polyglot backend engineering across Go, Ruby on Rails, Elixir, and Python. Deep proficiency in distributed systems design: Redis caching, event-driven microservices, ABAC/RBAC identity systems, OAuth 2.0 token authorisation, and zero-downtime cloud migrations on GCP, AWS, Tencent Cloud, Firebase, and Supabase. Proven technical lead and L4-L5 incident commander: reducing implementation time by 40%, maintaining 99.9%+ availability, unlocking IDR 20B+/year in revenue growth, and placing 1st at GoTo Hackathon 2024. Actively integrates LLM-powered AI workflows to accelerate engineering velocity and code quality.

Technical Skills

- **Mobile:** Kotlin, Java, Android SDK, Jetpack (Compose, ViewModel, LiveData, Room, WorkManager, Navigation, DataStore), Kotlin Multiplatform (KMP), Android Studio, Coroutines/Flow, Dart (Flutter), Swift, Material Design 3, ProGuard/R8, Gradle, Deep Linking, FCM
- **Web & Frontend:** HTML5, CSS3, JavaScript, TypeScript, React, Next.js (CSR/SSR/ISR), Tailwind CSS, Responsive Web Design, SPA/MPA Architecture, Webpack, Vite, REST & GraphQL API Integration
- **Backend:** Go, Ruby on Rails, Elixir (Phoenix), TypeScript (Node.js), Express.js, Python (FastAPI/Django), PHP (Laravel), Rust (learning); REST, gRPC, GraphQL API design
- **System Design & Architecture:** Distributed Caching (Redis), Message Queues (Kafka, RabbitMQ), Pub/Sub, Microservices, Event-Driven Architecture, CQRS, Rate Limiting, API Gateway, Circuit Breaker, Load Balancing, Zero-Downtime Deployment, High-Availability Design
- **Databases:** PostgreSQL, MySQL, Redis (caching, session management, pub/sub), Elasticsearch, SQLite, MongoDB; query optimisation, indexing strategy, large-scale schema migration
- **Cloud & Services:** GCP, AWS, Tencent Cloud (Skynet), Firebase (Auth, Firestore, Remote Config), Supabase, Kubernetes, Docker, GitHub Actions, GitLab CI, New Relic, Grafana, Sentry, Helm, CI/CD
- **AI & Optimisation:** LLM integration (OpenAI, Anthropic APIs), GenAI-powered feature development, Prompt Engineering, AI-assisted SDLC, AI workflow optimisation, GitHub Copilot
- **Security & Identity:** ABAC/RBAC, PII Encryption, OAuth 2.0, Token Authorisation (JWT, OIDC), OTP/MFA, Identity & Access Management (IAM), SSL/TLS, API Security, Virtual Group management
- **Engineering Practices & Quality:** System Design, ADR/RFC, L4-L5 Incident Command, Performance Profiling (CPU/memory), TDD, JUnit, Espresso, Flutter Test, Jest, Unit/Integration/UI Testing, Swagger/OpenAPI, Code Review, Git, GitHub, GitLab, Agile/Scrum, Observability
- **Leadership:** Technical Decision-Making, Engineering Mentorship, Cross-functional Collaboration, Domain Anchor & Advisory, Project Planning & Delivery

Work Experience

Senior Software Engineer, Fullstack (Mobile & Backend) | GoFood Merchant, Gojek ODS, GoTo Group Mar. 2023 – Present
Jakarta, Indonesia

- Architected and shipped production ABAC authorisation framework (v1 & v2) across 6+ Go, Ruby on Rails, Elixir, and TypeScript microservices: slashing policy implementation time by 40%, eliminating legacy RBAC debt platform-wide, and enabling fine-grained access control for millions of merchant identities.
- Sustained 99.9%+ availability across merchant identity services by commanding zero-downtime cloud-native migration to Skynet/Tencent Cloud and leading all L4-L5 incident responses, authoring structured runbooks that reduced mean time to resolution (MTTR) for critical production incidents.
- Engineered merchant payment accounting and transaction reconciliation logic across Elixir and Go microservices, directly unlocking IDR 20B+/year in incremental annual revenue for the GoFood merchant ecosystem.
- Developed merchant-facing web application features using React and Next.js (SSR/CSR), implementing OAuth 2.0 token authorisation, JWT session management, and Firebase real-time integrations to deliver a responsive, production-grade web portal serving millions of GoFood merchants.
- Delivered 5+ high-impact features end-to-end across Kotlin Android, Go, and Elixir for millions of GoFood merchants: Login Redesign, Email OTP, 1-tap Payment Device auth, ABAC integration, and User Re-KYC, each deployed with zero-downtime rollout strategies.
- Engineered distributed Redis cache-aside layer across Go, Ruby on Rails, and Elixir authentication services, intercepting high-frequency identity resolution queries for millions of concurrent merchant sessions and significantly reducing PostgreSQL read throughput and p99 latency on critical auth paths.
- Pioneered AI-assisted engineering adoption across the squad: deploying GitHub Copilot, LLM-powered code review automation, and prompt-engineered test scaffolding to accelerate feature delivery, cut boilerplate authoring time, and raise first-pass pull request quality.

Acting Interim Technical Lead | Merchant Platform, Gojek ODS, GoTo Group

Aug. 2024 – Mar. 2025

Jakarta, Indonesia

- Assumed full technical ownership of the Merchant Platform domain during critical organisational restructuring, delivering the Special User Roles system: access model redesign, zero-downtime rollout, and complete cloud infrastructure migration without service disruption.
- Reduced cloud infrastructure expenditure by auditing and decommissioning unused Kubernetes workloads, rightsizing container resource allocations across 10+ microservices on GCP and Tencent Cloud, and consolidating overlapping services to eliminate redundant compute spend.
- Authored 10+ RFCs, ADRs, and incident runbooks adopted as team-wide engineering standards; drove ABAC framework extension across 3+ downstream services, sustaining the 40% policy-implementation-time reduction at scale.
- Coached and mentored 5+ engineers across brand user management, scope/tag migration, distributed system design, and Redis caching patterns, preserving full delivery velocity through an extended leadership transition.
- Elevated team engineering standards through structured code review frameworks, blameless incident postmortems, and weekly knowledge-sharing sessions on distributed observability (New Relic, Grafana) and AI-assisted development workflows.

Senior Mobile Engineer | Merchant Platform, GoTo Holdco, GoTo Group

Jan. 2023 – Aug. 2024

Jakarta, Indonesia

- Spearheaded GoBiz Login Page Redesign and Email OTP Phase 1 in Kotlin with Jetpack Compose, rolling out to millions of GoFood merchants and establishing the authentication UI system later standardised across all subsequent login and identity features.
- Designed and delivered Kotlin Multiplatform (KMP) shared library encapsulating authentication flows, session management, and merchant onboarding business logic: establishing a single codebase consumed by both Android and iOS teams, eliminating duplicate implementations, and accelerating cross-platform rollouts. Led a parallel Flutter proof-of-concept to produce an architecture evaluation framework covering code-sharing ratio, runtime performance, and adoption cost that guided the mobile guild's long-term cross-platform strategy.

Senior Android Engineer | GoMerchants, GoTo Financial, GoTo Group

Jul. 2018 – Jan. 2023

Greater Jakarta Area, Indonesia

- Architected and scaled GoBiz Android over 4.5 years in Kotlin and Java, serving millions of GoTo merchants end-to-end: owning authentication flows, Login SDK, onboarding registration, payment integration, and the identity ABAC groundwork later promoted platform-wide across GoTo Group.
- Identified and eliminated authentication performance bottlenecks through systematic CPU profiling and Kotlin Coroutines-based async refactoring, establishing a performance-optimised SDK baseline that became the architectural foundation for all GoTo identity and merchant payment features.
- Designed and published a modular Kotlin Login SDK using Jetpack (MVVM, Navigation, Clean Architecture), adopted across 3+ GoTo apps to enable cross-product SSO, reducing new-app authentication integration effort from weeks to days.
- Led cross-functional system design reviews for Go and Ruby on Rails microservices: defining Redis cache eviction policies, Elasticsearch multi-tenant index design, and API rate-limiting strategies while driving Android architecture decisions (MVVM, Clean Architecture, modular Gradle) and enforcing code quality standards via CI/CD, scaling merchant identity and search to millions of active users.

Junior Android Developer | Midtrans, GoTo Group

Jun. 2018 – Jan. 2019

Greater Jakarta Area, Indonesia

- Rebuilt Midtrans Android payment SDK from scratch in Java and Kotlin; engineered and published the GoMerchants AAR library that became the integration bridge between Gojek's consumer app and Indonesia's largest merchant payment processing platform.

Education

Bachelor of Engineering, Informatics Engineering | Universitas Gunadarma

2013 – 2017

Depok, West Java, Indonesia

- Undergraduate thesis: AR hologram Android application using computer vision and marker tracking.
- Facilitated Google Developer Group programmes (Android Kejar, Android Academy), training student cohorts in mobile and Android development.

Nanodegree, Associate Android Developer | Udacity (with Google Scholarship)

2017

- Selected as Indonesia scholarship recipient; earned Google Certified Associate Android Developer upon completion.

Achievements & Certifications

- **1st Place, GoTo Hackathon 2024:** Won the company-wide internal hackathon; recognised for technical innovation, rapid prototyping capability, and cross-functional solution delivery.
- **Google Certified Associate Android Developer | Udacity / Google Scholarship (2017)**
- **L4–L5 Incident Commander, GoTo Group:** led critical production incident response for identity, authentication, and merchant payment services across Indonesia's largest super-app.