

Nicodemus Lin

Senior Mobile Engineer

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Senior Mobile Engineer and Flutter specialist with 8+ years in software development, using Flutter as the main stack since 2019. Started and led the Flutter migration of a native Android/iOS app (1M+ downloads, 150K MAU), rebuilding it from scratch as the team's first Flutter developer and maintaining 99.5% crash-free sessions. Built Bosshire's Flutter job portal from concept to production (10K+ downloads, 2.5K MAU) with real-time chat and push notifications. Specializes in Clean Architecture, BLoC/Cubit, and unit testing, also works across Android, iOS, and React Native, and has led a squad of 5 engineers.

WORK EXPERIENCE

Bosshire — Senior Mobile Engineer

West Jakarta, Indonesia

Dec 2024 – Present

- Built and launched Bosshire's first Flutter job portal, reaching 10K+ downloads, 2.5K MAU, and a 4.8/5 average rating across Google Play and the App Store.
- Designed the app with Clean Architecture, feature-based modules, and Cubit, using Freezed for immutable models and typed errors across the data and domain layers.
- Implemented job matching, Quick Apply, professional networking, real-time chat, and push notifications using REST APIs, WebSockets, Firebase, and local storage, collaborating with backend engineers on API contracts and pairing daily with other engineers on features, bug fixes, and code reviews.
- Automated testing and releases with Jenkins and Fastlane, reducing release time by 20%, and applied test-driven development (TDD) on Cubit logic and helper functions. Implemented Firebase Analytics, Remote Config, and Crashlytics for production monitoring and troubleshooting.
- Profiled the app with Flutter DevTools and Android Studio Profiler, identifying jank, slow rendering, and layout shifts, and optimized local storage usage to reduce battery drain from background sync and caching operations.
- Adopted Claude Code for AI-assisted development, increasing release velocity by 30%, and shipped localization in 3 languages (Indonesian, English, Chinese) to production.
- Owned the technical roadmap across product and engineering, contributing to a 30% increase in feature adoption.

PT Global Urban Esensial — Technology Manager

Tangerang, Indonesia | Hybrid

Apr 2023 – Nov 2024

- Managed a 24-person product engineering team while staying hands-on technically, setting coding standards and leading architecture reviews that improved engineering productivity by 20%.
- Led LeSS adoption across engineering teams, improving team velocity by 35% and contributing to a 90% on-time delivery rate.
- Optimized application and infrastructure resources, reducing operational costs by 15% while maintaining 99.9% uptime, and evaluated Kubernetes for container orchestration.

PT Global Urban Esensial — Senior Mobile Engineer

Tangerang, Indonesia | Hybrid

Jul 2022 – Apr 2023

- Led the Teman Bumil Flutter migration into production, completing the transition from separate native Android and iOS codebases to a unified Flutter app with 1M+ downloads and 150K MAU.
- Designed the Flutter architecture and CI/CD pipeline with BLoC for state management, improving deployment efficiency by 20% while maintaining 99.5% crash-free sessions.
- Implemented SQLite persistence, offline caching, file handling, and network retry workflows.
- Introduced unit testing and reached 40% code coverage, contributing to an estimated 30% reduction in reported bugs and an estimated 30% increase in development speed, and applied test-driven development (TDD) on BLoC logic and helper functions.
- Reviewed pull requests and paired daily with other engineers on features, bug fixes, and the Flutter migration.
- Led a squad of 5 engineers across Flutter, React Native, Kotlin, and Swift, consistently achieving an estimated 95% sprint goal completion rate.
- Built TB Shop, an e-commerce feature within Teman Bumil, using GraphQL as the API layer and partnering with backend engineers on API contracts.

PT Global Urban Esensial — Mobile Engineer

Tangerang, Indonesia | Hybrid

Apr 2019 – Jul 2022

- Led the team's first production Flutter project in 2019, revamping GueSehat from a native Swift iOS app into a unified Flutter codebase using BLoC and Clean Architecture, shipping the migration in under 2 months.
- Started the Flutter rebuild of Teman Bumil in 2020, designing the initial architecture and refactoring it for scalability as the codebase grew, and informally led Flutter development from 2021, ahead of an official promotion to Senior Mobile Engineer in 2022.
- Refactored 70% of Teman Bumil's native Objective-C codebase ahead of its Flutter rebuild, taking crash-free users from 40% to 95-97%.

Orang Tua Group — Software Engineer

West Jakarta, Indonesia

Sep 2017 – Apr 2019

- Introduced Git Flow and CI/CD practices, increasing development productivity by 30% through standardized development and release workflows.

SELECTED PROJECTS

Flutter Enterprise Starter Kit

Flutter | Open Source

2026 – Present

- Built a production-oriented Flutter starter kit using Clean Architecture, feature-based architecture, Cubit, dependency injection, Firebase Authentication, and typed error handling.
- Implemented offline REST caching, automated testing, GitHub Actions CI, Fastlane, Firebase App Distribution, and Dev/Prod flavors.
- Reached 50+ GitHub stars, with architectural decisions and trade-offs documented in the repo.

KitaCare

Flutter

2023 – 2024

- Engineered real-time synchronization between paired parent accounts to keep pregnancy tracking data consistent across devices.
- Integrated an AI-powered parenting assistant and QRIS payment gateway for in-app purchases.

TECHNICAL SKILLS

Flutter: Flutter, Dart, BLoC/Cubit, Riverpod, Freezed, GetIt, Dio, Firebase, Fastlane

Architecture: Clean Architecture, Feature-Based Architecture, MVVM

Networking & Data: REST APIs, GraphQL, WebSockets, JSON, Local Storage, SQLite, Offline Caching, Data Synchronization, Network Retries, File Handling

Testing: flutter_test, bloc_test, Mockito, TDD

DevOps: Git, GitHub Actions, Jenkins, CI/CD, Kubernetes (exploratory)

Monitoring: Firebase Crashlytics, Analytics, Remote Config

Mobile: Android, iOS, React Native, Jetpack Compose, SwiftUI

Languages: Dart, Kotlin, Swift, Java, JavaScript, TypeScript, Go

Methodology: Agile/Scrum, Professional Scrum Master I (PSM I), Jira

Spoken Languages: Indonesian (native), English (professional working proficiency)

EDUCATION

Bina Nusantara University

Bachelor of Computer Science

Jul 2013 – Jul 2017