

Muhammad Lafran Pane

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Current role	Senior Android Developer at SWAT Mobility	At work I'm best at... Self-managed and support-oriented: I spot gaps, solve problems proactively with data-driven decisions, adapt quickly, and add value without needing direction.
Experience	B2C, B2B, Marketplace, Retail, Food, SaaS	
Technologies	SQL, Groovy, Java, Android, Kotlin, Room, Fastlane, Playwright, Jenkins, Postgres, Appium, iOS, Swift, Golang, PHP, C#, U...	

Work experience

Senior Android Developer, SWAT Mobility

Jun 2023 - Present (3y 2m)

The company provides route optimization
B2C· B2B

- SQL
- Groovy
- Java
- Android
- Kotlin
- Room
- Fastlane
- Playwright

- Worked remotely as an Android Engineer with very minimal supervision
- Led the initiation of CI/CD pipelines - from none to exist, publishing and distributing App 100% through the CI/CD for playstore, firebase and huawei appgallery
- Redesigned the Android architecture from singe module to 37 modules
- Developed AI agents for UI Automation, crash fixes, PR processes, etc. Increase efficiency and productivity rate up to 70%
- Successfully migrated 100% map-sdk from xml to compose ui that currently active being used by the end user

Senior Android Developer, Moladin

Nov 2022 - Feb 2023 (3m)

A platform for buying and selling used vehicles
B2C· Marketplace

- SQL
- Java
- Kotlin
- Jenkins

- Developed essential Android features for Moladin to support sales operations and enhance workflow efficiency.
- Mentored Android Engineers on clean, maintainable, and scalable coding practices, emphasizing organization-wide code quality.
- Ensured engineering excellence through code reviews, technical guidance, and consistent coding standards across the Android team.
- Pioneered the implementation of CI/CD using Jenkins.

Android Developer, Self-employed

Feb 2022 - Oct 2022 (8m)

- Doing freelance for Android Development
- Learning Jetpack compose, Flutter development

Engineering Manager (Moka - GoTo), Gojek

Jan 2021 - Feb 2022 (1y 1m)

Point of Sales
B2C· Retail· Food

- Java
- Android
- Postgres
- Kotlin
- Appium

- Managed a diverse engineering team of 13 members, consisting of Android Engineers, QA Engineers, and Backend Engineers, ensuring timely delivery of product features while maintaining high quality.
- Led the establishment and implementation of team OKRs and KPIs to enhance engineering productivity, product quality, and delivery performance, aligning technical efforts with business goals.
- Achieved a remarkable increase in Android Crash-Free User rate from 82% to 99.3% within two months by focusing on crash stability as a key engineering objective, leading to enhanced production reliability.
- Releases 4 complex features in POS system (checkout, registration with KYC/KYB form, payment, print struck) within less than 6 months.
- Completed migration from traditional SQL query database to Room. The total of the table is "90 Tables" which we had to migrated to Room -> Finished with gradual releases within around 6 months

Android Engineer, Moka POS

Nov 2018 - Jan 2021 (2y 2m)

Point of Sales system
Retail- SaaS

SQL Groovy Android Kotlin Room Jenkins

- Completed the transition and enhancement of outdated Android elements to resolve compatibility challenges due to changing Android OS standards and Google platform limitations, ensuring ongoing product reliability and ease of maintenance. The total of outdated sync items was 27 and released 100% -> increased crash free users towards 92%
- Releases 4 complex features in POS system (checkout, registration with KYC/KYB form, payment, print struck) within less than 6 months.
- Completed migration from traditional SQL query database to Room. The total of the table is "90 Tables" which we had to migrated to Room -> Finished with gradual releases within around 6 months

Lead Mobile Developer, Docotel Group

Jul 2017 - Oct 2018 (1y 3m)

Java iOS Android Swift Golang

- Lead Mobile Developer responsible for mobile app development.
- Acquired new experiences and enjoyed collaborating with diverse teams.

Android Front End App Developer, PT Indiva Finansia Teknologi

Jun 2015 - Jun 2017 (2y)

- Currently working as front end developer.
- Layouting in Android Studio with Java Android SDK.
- Understanding with constraint layout that is similar to XCode Interface Builder.
- Know how to deal with Google material design concept.
- Know how to deal with multiple screen sizes.
- Know how to deal with screen orientation whether portrait or landscape.

iOS Front End App Developer, PT Indiva Finansia Teknologi

Jun 2015 - Jun 2017 (2y)

Java iOS Android Swift

- Developing iOS applications as a Front End programmer
- Designing custom views using Xib files
- Exploring features like Playground in Xcode
- Proficient in programming language Swift 3
- Manage the team.
- Report and deliver progress to client handler.
- Research for new development tools to increase production speed.
- Utilized C# programming language for application development.

Project Manager, Agate Jogja

Aug 2012 - Oct 2014 (2y 2m)

- Set the project timeline.

Flash Developer, Agate Jogja

Dec 2011 - Oct 2014 (2y 10m)

- Creating Flash games using ActionScript 3.0

Unity Developer, Agate Jogja

Dec 2011 - Oct 2014 (2y 10m)

PHP C# Unity

- Developed cross-platform applications for iOS, Android, and Windows using Unity.

Education

STMIK AMIKOM

Jan 2009 - Jan 2012 (3y)
Diploma 3, Informatica Technology

At work I'm best at...

Self-managed and support-oriented: I spot gaps, solve problems proactively with data-driven decisions, adapt quickly, and add value without needing direction.

Interests

I love talking about stocks, AI, travelling and gaming :)

Languages

English, Indonesian