

# MEYNABEL DIMAS WISODEWO

## Mobile Developer (iOS, Unity)

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As a mobile developer with a Bachelor's degree in Computer Science, I have professional expertise in programming, specializing in mobile application and games development. I am experienced in effectively implementing Agile and Scrum methodologies as part of the Software Development Life Cycle (SDLC). I am a highly motivated individual, actively contributing as a team player, and continuously seeking opportunities to learn and apply new technologies. Lately, I love to share my knowledge by writing a blog at: <https://medium.com/@dimaswisodewo98>

## EDUCATION

2016 – 2020

Computer Science, Universitas Negeri Malang (UM)

- GPA: 3.50/4.00

## ORGANIZATION

2018 – 2019

Vice Chairman of the Organization, UKM PSHT Universitas Negeri Malang (Malang, Indonesia)

- Lead team coordination for pre, day, and post event by supervising meetings, monitoring training implementation, deciding on a solution, and evaluating after the event.

2017 – 2018

Member of the Organization, UKM PSHT Universitas Negeri Malang (Malang, Indonesia)

- Assigned as the event coordinator for the martial arts championship in the greater Malang area (Kejuaraan Pencak Silat Invitasi Antar Ranting dan Komisariat PSHT se-Malang Raya 2017).

## WORK EXPERIENCE

Aug 2024 – Present

IOS Developer, nbs.co.id (Jakarta Selatan, Indonesia)

- Contribute on Bank Danamon Banking App Revamp (D-Bank PRO 2.0). Worked on Customer Profile Update, Transfer VA, e-Statement, Debit Card Limit Settings, Dormant Account Activation, Registration with Debit/Credit Card, Face Recognition & Liveness, Video Banking, and more.

Xcode, Swift, UIKit, SwiftUI, RxSwift, REST API, MVVM, iOS Development, GitLab, JIRA, Postman, Proxyman, Figma.

Dec 2023 – Aug 2024

Software Engineer – iOS, Tokopedia (Yogyakarta, Indonesia)

- Part of Product RD and Infrastructure–Global E-Commerce–Tokopedia–iOS Department. Currently handling PDP (Product Detail Page), Review, and more.
- Contribute to the core team by implementing ByteDance technology to the existing Image Loader module.

Xcode, Swift, UIKit, RxSwift, GraphQL, REST API, MVVM, TCA (The Composable Architecture), iOS Development, GitHub, JIRA, Postman, Proxyman, Figma, Slack, Lark.

Jul 2023 – Sept 2023

IOS Engineer Trainee, PT. Phincon (Jakarta Selatan, Indonesia)

- Building an ecommerce prototype app using UIKit that implements REST API, basic auth using JWT, data persistence with CoreData & UserDefaults, networking using Alamofire & URLSession, creating UI programmatically and using Storyboard simultaneously.

Xcode, Swift, UIKit, SwiftUI, RxSwift, REST API, MVVM, MVC, iOS Development, GitHub, Postman, Mockoon, Figma.

Jan 2021 – Apr 2023

Optimization Engineer (Unity Developer), Octagon Studio (Bandung, Indonesia)

- Building, maintaining, updating, and optimizing applications for Android and iOS. Working mainly with Unity, XCode, & Android Studio.
  - 1. Animal 4D+ (AR App)
  - 2. Dinosaur 4D+ (AR App)
  - 3. Space 4D+ (AR App)
  - 4. Humanoid 4D+ (AR App)
  - 5. Humanoid AR+ (AR App)
  - 6. Aircraft 4D+ (AR App)
  - 7. Cars 4D+ (AR App)
  - 8. Roach Rage (Mobile Game)
- Researching and migrating approximately 20 apps to another AR SDK in 2 weeks with the CTO to reduce license costs, saving from \$1000 USD per app to just \$89 USD per app.

Unity, Xcode, Android Studio, C#, HLSL/Cg (Shader), Swift, Kotlin, REST API, AR Foundation, ARKit, Vuforia, EasyAR, Unity Addressables, Unity Asset Bundle, Crossplatform Game Development, Crossplatform Mobile App Development, iOS Development, Android Development, Visual Studio, Visual Studio Code, Blender, Slack, Figma.

Sept 2019 – Dec 2020

Unity Developer, Freelance

- Working on 3 educational gamified apps for college students in universities for their thesis.
  - 1. MathApp (Quiz app with mathematics questions)
  - 2. EcoEduApp (Quiz app with economics questions)
  - 3. GeographicApp (Quiz app with geographic questions)
- Developing an augmented reality (AR) application aimed at simulating the attachment and detachment of oxygen tanks on airplanes to provide employee training on safety protocols. This app made for college students in universities for their thesis.

Unity, C#, AR Foundation, Vuforia, Crossplatform Mobile App Development, Desktop App Development, Blender.

Jun 2019 – Aug 2019

**Unity Developer Intern, Octagon Studio (Bandung, Indonesia)**

- Working on a new feature that implements a gyro-controlled camera in a 3D space to create a VR experience in a mobile app. This feature is planned to be implemented in several educational AR apps created by Octagon Studio.

**Unity, C#, Vuforia, Crossplatform Mobile App Development, Slack.**

## CERTIFICATION

Aug 2022 – Aug 2025

**Belajar Fundamental Aplikasi Android, Dicoding**

- <https://www.dicoding.com/certificates/JLX1GRM5JZ72>

Aug 2022 – Aug 2025

**Belajar Fundamental Aplikasi Android, Dicoding**

- <https://www.dicoding.com/certificates/JLX1GRM5JZ72>

Aug 2019 – Aug 2022

**Belajar Membuat Aplikasi Android Pemula, Dicoding**

- <https://www.dicoding.com/certificates/EYX4221VRZDL>

Aug 2019 – Aug 2022

**Belajar Membuat Aplikasi iOS Pemula, Dicoding**

- <https://www.dicoding.com/certificates/RVZK6Y8GEZD5>

Aug 2019 – Aug 2022

**Memulai Pemrograman dengan Kotlin, Dicoding**

- <https://www.dicoding.com/certificates/OLZ01384NP65>

Aug 2019 – Aug 2022

**Memulai Pemrograman dengan Swift, Dicoding**

- <https://www.dicoding.com/certificates/RVZK6JEGOZD5>

Oct 2023 – Oct 2026

**Cloud Practitioner Essentials (Belajar Dasar AWS Cloud)**

- <https://www.dicoding.com/certificates/6RPN496V9X2M>

Oct 2023 – Oct 2026

**Belajar Membuat Aplikasi Backend untuk Pemula**

- <https://www.dicoding.com/certificates/NVP783Q5WXRO>