

Nicodemus Lin

Senior Mobile Engineer

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Senior Mobile Engineer with 8+ years of experience building and scaling mobile applications from concept to production, including products reaching over 1 million downloads. Proven track record in software architecture, technical leadership, CI/CD, and product ownership, driving measurable improvements in engineering productivity, release velocity, and system reliability.

WORK EXPERIENCE

Bosshire

West Jakarta, Indonesia

Senior Mobile Engineer

12/2024 – Present

- Architected and shipped Bosshire's first Flutter job portal application, leading mobile development from concept to its May 2025 launch. Since launch, the application has grown to 10K+ downloads, 2.5K MAU, and 200 DAU.
- Designed a scalable Flutter architecture using Cubit and Clean Architecture, accelerating MVP delivery while establishing a maintainable foundation for future product growth.
- Standardized development workflows, code reviews, and testing while implementing Fastlane CI/CD, reducing release cycle time by 20% and increasing release velocity by 30%.
- Built an employer dashboard with Next.js and React, enabling recruiters to manage job postings and candidates through a modern web platform.
- Shaped the technical roadmap and prioritized features using Firebase Analytics, Remote Config, and Crashlytics, balancing user needs, business priorities, and engineering effort.

PT Global Urban Esensial

Tangerang, Indonesia | Hybrid

Technology Manager

04/2023 – 11/2024

- Promoted from Senior Mobile Engineer to lead technology strategy across product and engineering.
- Led a 24-person cross-functional team (product + engineering), bringing clarity to priorities and goals through transparent Jira tracking. Consistently achieved 90% on-time project delivery while keeping the team stable and productive.
- Implemented the Large Scale Scrum (LeSS) framework as scrum master, improving team productivity and velocity by 35%.
- Optimized system architecture and resource use, cutting operational costs by 15% while maintaining 99.9% uptime.
- Established code standards, architectural review processes, and code review/pipeline practices across the team, increasing engineering productivity by 20%.

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Tangerang, Indonesia | Hybrid

Senior Mobile Engineer

07/2022 – 04/2023

Mobile Engineer

04/2019 – 07/2022

- Maintained Teman Bumil (1M+ downloads, ~150K MAU, native Android and iOS in Java and Swift), increasing crash-free users by 40% through refactoring 70% of the codebase and architecture.
- Rebuilt Teman Bumil from scratch using Flutter, establishing the application architecture and CI/CD pipeline while maintaining a 99.5% crash-free sessions and improving deployment productivity by 20%.
- Implemented unit testing with 40% code coverage, reducing bug rates by 30% while increasing development speed by 30%.
- Led a team of five engineers, consistently achieving a 95% sprint goal completion rate and maintaining strong delivery velocity.
- Delivered 5+ major features across multiple mobile applications using Flutter, React Native, Kotlin, Swift, and Objective-C, including live chat, media streaming, e-commerce, milestone tracking, and community features, while improving application performance and reliability.

- Built 5+ internal applications across desktop, web, and mobile for company-wide use, including a factory reporting dashboard (Oracle), an internal applicant tracking system (ATS), and automated alerting and reporting tools, using ASP.NET, Ruby, Laravel, and Java.
- Introduced the team's first Git flow and CI/CD pipeline, increasing productivity by 30% and establishing consistent version control practices.
- Built and deployed a desktop application using IIS, with SQL Server for the database and SSMS for database management.
- Designed and built an Android app full stack from scratch, using Ruby on Rails for the backend and native Java for the Android frontend, taking it from concept through launch.

SELECTED PROJECTS

Flutter Enterprise Starter Kit | Flutter | Open Source

2026 – Present

- Built an open-source, production-ready Flutter starter kit with Clean Architecture, Cubit, dependency injection, Firebase Authentication, typed error handling, and feature-based modularization.
- Implemented production development workflows including offline REST caching, unit and Cubit testing, GitHub Actions CI, Fastlane, Firebase App Distribution, and Dev/Prod environment flavors.
- Earned 50+ GitHub stars and documented architectural decisions and trade-offs, providing a practical reference for building scalable and maintainable Flutter applications.

KitaCare | Flutter

2023 – 2024

- Engineered real-time synchronization between paired parent accounts, enabling both parents to access consistent pregnancy tracking data across devices.
- Integrated an AI-powered parenting assistant and a QRIS payment gateway, enabling in-app purchases through a widely used local payment method.

Teman Diabetes | React Native

2020 – 2022

- Integrated DNurse medical hardware with the mobile application, enabling automatic blood glucose synchronization without manual data entry.
- Designed a secure data-sharing module allowing patients to share medical records with family members and doctors while protecting sensitive health data from unauthorized access.

TECHNICAL SKILLS

Mobile Development: Flutter, Android, iOS, Jetpack Compose, SwiftUI, React Native**Languages:** Dart, Kotlin, Java, Swift, JavaScript, TypeScript, Go**Architecture:** Clean Architecture, MVVM, BLoC/Cubit, Riverpod, SOLID**Web:** React, Next.js, Node.js, REST APIs**Backend, Cloud & Databases:** Firebase, PostgreSQL, Oracle, SQL Server**Testing:** flutter_test, bloc_test, Mockito, Vitest**DevOps:** Git, Fastlane, GitHub Actions, CI/CD, Jenkins**Developer Tools:** Claude CLI, OpenCode, Antigravity, Cursor, Figma**Methodology & Certifications:** Agile/Scrum, Professional Scrum Master I (PSM I)

EDUCATION

Bina Nusantara University

Jul 2013 – Jul 2017

Bachelor of Computer Science