

# Agung Smaraputra

## Senior Full Stack Developer

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Senior Full Stack Developer based in Bali, Indonesia with 5+ years shipping production web and mobile applications. Currently owns end-to-end delivery across 6+ client applications for an Australian digital agency spanning healthcare, unions, education, and professional services, with ongoing maintenance across 15+ production projects including WordPress and Drupal sites. Shipped a mobile app to both app stores, integrated AI services (OpenAI, Mistral, HubSpot, Stripe, Cloudflare), and deployed on AWS with CI/CD via GitHub Actions and Docker. Previously built enterprise healthcare systems across multiple hospital branches and delivered freelance projects with measurable SEO and revenue outcomes.

## Work Experiences

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**Osky Interactive Pty Ltd** - Australia (Remote)

Dec 2023 - Present

### *Senior Full Stack Developer (Full-time)*

Owns end-to-end delivery across the agency's web and mobile client portfolio in healthcare, unions, education, and professional services. Works synchronously in Agile sprints with developers, project managers, and clients, with mutual peer code review on team pull requests.

Key Responsibilities and Results:

- Owned end-to-end delivery of cross-platform video resume app (React Native/Expo) to iOS and Google Play as primary mobile developer, building on-device video processing, dual payment integration (Stripe + Apple IAP with server-side receipt validation), and AI-powered coaching flows (extended to multi-provider). Rated 4.5/5 stars on the iOS App Store
- Primary developer on 6+ active client applications (Laravel, Vue.js, React Native, Next.js), with ongoing maintenance across 15+ production projects including WordPress and Drupal sites
- Hardened client lead processing pipeline through structured logging, input validation, and retry mechanisms, increasing success rate and throughput by ~30%
- Architected, designed, and shipped internal HR management system from requirements through production, with Google Calendar sync, role-based access control, and workforce analytics dashboards in active use across the company
- Engineered AI-powered features using OpenAI and Mistral APIs including automated content generation, intelligent coaching, and natural language processing across client applications
- Stabilized legacy client AWS platform to 95%+ uptime through incident response and proactive infrastructure improvements, leading to ~60 hours of additional engagement
- Onboarded coworkers rotating onto client projects, providing codebase walkthroughs, architecture context, and review support on initial features
- Maintained automated test suites (Vitest, Playwright, PHPUnit) and CI/CD pipelines via GitHub Actions across client projects, with mutual peer code review on team pull requests

**Freelance** - Bali, Indonesia / Remote

Apr 2023 - Present

### *Freelance Developer*

Full-stack web development and consultation for local businesses and international clients. Delivering e-commerce platforms, government information systems, and service-industry websites. Guiding clients on web architecture, SEO, and analytics to improve site visibility.

Key Responsibilities and Results:

- Built static product catalog (balithings.com) with 157 products across 4 categories, achieving 4x month-over-month impression growth through programmatic SEO and IndexNow API
- Delivered outdoor equipment rental platform (rentalpiknik.id) ranking positions 3-7 on Google for local search terms, with client reporting higher-quality leads since launch
- Developed government information system for local regency regional secretariat with interactive dashboard, charting, and PDF/Excel reporting

- Developed cryptocurrency algorithmic trading platform with optimized backtesting, 15+ technical indicators, and multi-source sentiment analysis
- Published top-down space shooter game on iOS App Store and Google Play under Artanode Studios with Unity Ads monetization
- Built SaaS job application tracker with drag-and-drop kanban board and AI-powered resume-to-job-description compatibility analysis
- Built browser game gallery hosting Unity WebGL games with JSON-LD schema markup and Docker CI/CD deployment

**Laksita Emi Saguna** - Indonesia (Remote)

Jan 2024 - Jun 2024

**Web Developer (Part-time)**

Contracted as a remote part-time developer, continuing development of BaliMed Hospital web application with focus on SatuSehat national health data exchange integration (FHIR-compliant patient record sharing per Indonesia's Ministry of Health requirements).

Key Responsibilities and Results:

- Extended BaliMed Hospital system remotely, adding new modules and maintaining existing clinical workflows
- Integrated patient records with SatuSehat (Indonesia's Ministry of Health national health data exchange), implementing FHIR-compliant data formats for standardized record sharing

**Laksita Emi Saguna** - Bali, Indonesia

Dec 2022 - Dec 2023

**Web Developer**

Developed healthcare systems for BaliMed Hospital network. Collaborated with developers, project managers, and hospital staff to deliver clinical and administrative web applications.

Key Responsibilities and Results:

- Replaced paper-based medical documentation across multiple hospital branches, eliminating ~\$125K USD/year in printed form costs
- Developed operating room scheduling system with real-time surgical team notifications via Pusher WebSockets
- Identified data integrity issue in OR scheduling flow before launch, preventing record discrepancies in production
- Built clinical and administrative reporting dashboards with Chart.js visualizations
- Conducted code reviews and mentored junior developers on the team
- Provided on-site support during hospital-wide system rollout

**Pemerintah Desa Buruan** - Bali, Indonesia

Oct 2022 - Jan 2023

**Web Developer (Intern)**

Collaborated with government teams and developers to build web applications for the village government's operational division, from requirements gathering through deployment and staff training.

Key Responsibilities and Results:

- Built document tracking and operational reporting system for village government, handling full lifecycle from requirements through deployment and QA
- Provided UI mockups, produced technical documentation, and conducted staff training for non-technical users

**Intelligo ID** - Indonesia

Sep 2022 - Dec 2022

**Back End Developer (Intern)**

Deployed web applications, maintained infrastructure, and resolved migration issues for both internal staff and customer-facing applications.

Key Responsibilities and Results:

- Established CI/CD pipelines with GitHub Actions and GitLab CI/CD, reducing deployment time by 20%

- Administered MySQL databases and DNS infrastructure
- Coordinated with business partners to migrate legacy applications from shared hosting to managed infrastructure, improving deployment reliability

**Bangkit Academy (Google, Tokopedia, Gojek, Traveloka)** - Indonesia Feb 2022 - Jul 2022

**Mobile Application Developer (Intern)**

Six-month intensive Android development program led by Google, Tokopedia, Gojek, and Traveloka. Selected from nationwide applicants for project-based mobile development training.

Key Responsibilities and Results:

- Built gardening education Android app with plant disease recognition as team capstone, achieving 90-95% classification accuracy with TensorFlow
- Built 15+ Android screens using Kotlin with MVVM architecture
- Created UI mockups in Figma

**Universitas Udayana** - Badung, Bali, Indonesia Sep 2020 - Jun 2022

**IT Assistant Lecturer (Intern)**

Assistant lecturer in IT department covering system integration, database concepts, and database technology.

Key Responsibilities and Results:

- Taught lab sessions for system integration and database courses
- Developed hands-on course materials using Laravel, Vue.js, React, Node.js, Java, and Kotlin
- Mentored students across multiple cohorts on full-stack web and Android development

**Freelance** - Bali, Indonesia Apr 2016 - Dec 2020

**Freelance Graphic Designer**

Freelance graphic design and video editing work including advertisements, prototyping, and web mockups.

Key Responsibilities and Results:

- Graphic design for advertisements, research materials, and web mockups
- Video editing and motion graphics
- UI/UX prototyping

## Education

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**Universitas Udayana** - Bali, Indonesia Aug 2019 - Apr 2023

**Bachelor's in Information Technology**

GPA: 3.93/4.00 | Cum Laude | Thesis: "Design and Build an Information System for the Provision and Ordering of Tour and Guide Packages with a Website-Based SaaS Service Model"

## Technical Skills

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<b>Frontend:</b>	React, Next.js, Vue.js, TypeScript, JavaScript, Tailwind CSS, Zustand, Inertia.js
<b>Backend:</b>	Laravel, Node.js, PHP, REST APIs, MySQL, PostgreSQL, MongoDB, Redis
<b>Mobile:</b>	React Native, Expo, Kotlin, Android Studio, Xcode, App and Play Store
<b>Testing / QA:</b>	Vitest, Playwright, PHPUnit, Laravel Dusk, Unit Testing, E2E Testing
<b>DevOps / Cloud:</b>	AWS, Docker, GitHub Actions, GitLab CI/CD, Linux, CI/CD Pipelines, Git
<b>CMS / Integrations:</b>	WordPress, Drupal, HubSpot, Stripe, Firebase, Cloudflare Turnstile
<b>AI:</b>	OpenAI API, Mistral AI

## Certifications

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**Associate Android Developer** Google Developers (2022)

**Google Data Analytics Professional Certificate** Coursera (2022)

Google Data Analytics Capstone: Complete a Case Study	Coursera (2022)
Data Analysis with R Programming	Coursera (2022)
Share Data Through the Art of Visualization	Coursera (2022)
Analyze Data to Answer Questions	Coursera (2022)
Process Data from Dirty to Clean	Coursera (2022)
Prepare Data for Exploration	Coursera (2022)
Ask Questions to Make Data-Driven Decisions	Coursera (2022)
Foundations: Data, Data, Everywhere	Coursera (2022)
Front-End Web Development for Beginners	Dicoding Indonesia (2022)
Web Programming Basics	Dicoding Indonesia (2022)
DevOps Fundamentals	Dicoding Indonesia (2022)
JavaScript Programming Basics	Dicoding Indonesia (2022)
Building a Career as a Software Developer	Dicoding Indonesia (2022)
Intermediate Android Application Development	Dicoding Indonesia (2022)
UX Design Basics	Dicoding Indonesia (2022)
Android Application Fundamentals	Dicoding Indonesia (2022)
SOLID Programming Principles	Dicoding Indonesia (2022)
Git and GitHub Basics	Dicoding Indonesia (2022)
Getting Started with Kotlin Programming	Dicoding Indonesia (2022)
Getting Started with Java Programming	Dicoding Indonesia (2022)
Getting Started with C Programming	Dicoding Indonesia (2022)
Introduction to Programming Logic	Dicoding Indonesia (2022)
Programming Fundamentals for Software Developers	Dicoding Indonesia (2022)

## Languages

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**English** (Professional Proficiency) | **Indonesian** (Native) | **Balinese** (Native)