

Yanuar Tri Laksono

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Summary

Flutter Mobile Engineer with 2+ years of experience building and releasing applications for Android and iOS. Experienced with Clean Architecture, state management, Firebase, payments and subscriptions, native mobile integration, and release workflows for Google Play Store and Apple App Store.

Experience

Studyo.io London, United Kingdom
Android Developer Flutter Aug 2023 – present

- Developed and maintained **Flutter applications** for **Android and iOS**, including **AnyMath, Bookread AI, Vidcap, and Studyo Tutors**, with a focus on performance, stability, and maintainable codebases.
- Applied **Clean Architecture, MVVM, Repository Pattern, Use Case Pattern, Dependency Injection, GetX, BLoC/Cubit, Provider, and Riverpod** based on project and feature needs.
- Implemented **payments and subscriptions** using **Stripe, Apple In-App Purchase, and Google Play Billing** for subscription, consumable, and app monetization flows.
- Integrated **Firebase Authentication, Firestore, Realtime Database, Cloud Storage, Cloud Functions, REST API, and Isar database** for authentication, data storage, and feature synchronization.
- Handled app releases to **Google Play Store** and **Apple App Store**, including build configuration, testing, debugging, versioning, rollout, **Google Play Console**, and **App Store Connect**.
- Built reusable Flutter libraries and media features for **animation, Bluetooth printing BLE/Classic, audio management, OpenAI transcription, FFmpeg media processing, AVFoundation video export, and Media3 Android rendering**.
- Used **Dart, Kotlin, Java, Swift, Android Studio, Xcode, Visual Studio Code, Git, and Postman** for development, debugging, API testing, and native mobile integration.

PT Itematik Pramitha Nusantara Yogyakarta, Indonesia
Android Developer Flutter Aug 2024 – Oct 2024

- Developed **Sewain Aja**, a cross-platform rental application using **Flutter, GetX, and Clean Architecture**, with structured feature layers for presentation, domain, and data.
- Built complete **rental flows** including item browsing, item detail, booking, rental extension, return process, transaction status, and notification handling.
- Integrated **REST APIs** to synchronize **inventory data, rental transactions, booking status, and user activity** backed by **PostgreSQL**.
- Implemented **reactive controllers, dependency injection, repository/use-case patterns, validation, error handling, structured navigation, loading states, empty states, and error states**.
- Used **Dart, Flutter, GetX, REST API, PostgreSQL, Postman, Git, Android Studio, and Xcode** for feature development, API testing, debugging, and cross-platform validation.

Spkaiy Sydney, Australia
Android Developer Flutter May 2023 – Aug 2023

- Built **store-owner features** such as **QR code generation, barcode scanning flow, product access flow, and operational support tools** to help merchants manage marketplace activities.
- Implemented UI improvements, API integration, state handling, data mapping, validation, bug fixes, and deployment preparation for **Google Play Store** and **Apple App Store**.
- Worked with **Flutter, Dart, REST API, Git, Android Studio, Xcode, and Postman** for development, debugging, API testing, and release preparation.

Education

Politeknik Negeri Jember Jember, Indonesia
Diploma IV / Applied Bachelor in Informatics Technology Sept 2021 – Oct 2025

GPA 3.88/4.00. Studied mobile, web, database, IoT, and desktop application development, including **Kotlin for Android native development, Dart and Flutter for hybrid mobile development, PHP for web development, MySQL and PostgreSQL for database systems, ESP32 for IoT, and Java Swing UI for desktop applications.**

- Built semester-based projects across multiple platforms, including **E-Fashion**, a Java Swing desktop reporting and cashier application for clothing sales; **Hitung-In**, a Java Swing desktop fruit cashier application; **Re-Food**, a Kotlin-based Android native food ordering app for the Nganjuk area; **eSidokare**, a Flutter-based mobile app for village letter submission; and **Lele Wise**, a Flutter mobile app for IoT and AI-based catfish pond monitoring.
- 3rd Winner Design Game Product**, issued by **Dirjen Vokasi Kemendikbud** in **July 2024** at **KMIPN**, a national polytechnic informatics student competition associated with **Politeknik Negeri Jember**.

Apple Developer Academy Surabaya, Indonesia
Apple Foundation Program in iOS Development Apr 2025 – May 2025

Completed a one-month intensive program focused on **SwiftUI, UI/UX, and practical iOS development** through a **Challenge-Based Learning** approach.

- Built a Student Inventory Management app by translating UI/UX designs into **SwiftUI** views, setting up the initial architecture, implementing CRUD features, configuring camera permission through **Info.plist**, and testing on real iOS devices.

Bangkit Academy led by Google, Tokopedia, Gojek, & Traveloka Jakarta, Indonesia · Remote
Mobile Development Cohort in Mobile Development Feb 2024 – July 2024

Selected from **57k+ applicants** to join Bangkit, a Google-led interdisciplinary program focused on Android development, mobile engineering, AI fundamentals, and career preparation.

- Learned and applied **Kotlin programming language, Android Native XML layout, Jetpack Compose, SOLID principles, Introduction to AI, Applied Machine Learning for Android Developer, and TensorFlow Lite**.
- Developed **CeritaKita**, a mental health support Android app for adolescents, collaborating with Machine Learning and Cloud Computing teams to build AI-powered features as part of the Bangkit Capstone Project.