

# DAANII NABIL GHINANAFSI KUSNANTA

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Jakarta Pusat, Indonesia

Software engineer and designer with 3 years of experience on Android app development and game design. Proven ability to build production-ready Android apps and experience in crafting diverse game concepts. I am eager to leverage my skills and continuous learning to contribute to innovative projects that contribute directly to people's lives.

## Work Experiences

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Mar 2024 - Present

### **Samsung R&D Institute Indonesia**, Jakarta - *Software Engineer (Android)*

- Contributed heavily to the development and release of the first Android wearable app ([Salaam](#) for Wear OS) from the company using Kotlin, Jetpack Compose, and Hilt on MVVM architecture.
- Successfully helped revamping new UIs for a decade old projects, [Salaam](#), an islamic prayer reminder and quran app using XML-Views and Java.
- Helped maintain and develop new features on the Android client side of various projects like [Salaam](#), Appstation, and [S-Lime](#) with some projects having more than 100M downloads on Google Play Store.
- Improved app security by implementing encrypted local databases and improving source code obfuscation on [S Lime](#).
- Lead the process of migrating to Kotlin, MVVM, and Jetpack Compose on [Salaam](#) that improved bug discoverability and fixing, reduced line count, and ensured quick and adaptive development time.
- Contributed to the increase in monthly active users (MAU) on [Salaam](#) by 32% and [S Lime](#) by 10%.
- Maintained and improved software quality by increasing unit test coverage and quality, reducing code defects, and improving architecture maturity.
- Passed Samsung Advanced level Software Certification test.

Jan 2023 - Mar 2024

### **PT. Esurya Datapedia Semesta**, Surabaya - *Android Developer*

- Developed Vehicle Control System and Safety (VCSS) Android app using Kotlin, Firebase, and Google Maps Platform for a research project with Dinas Perhubungan Kota Surabaya.
- Implemented real-time bus tracking system and next stop estimated arrival time calculation with lots of buses and stops by utilizing Firebase Realtime Database and Google Maps Platform.
- Successfully implemented features that provide ease of access to public transportation's information such as routes, traffic, availability, and position to citizens of Surabaya and thus increasing accessibility to the service.

## Educations and Trainings

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Aug 2019 - Sep 2023

### **Informatics, Institut Teknologi Sepuluh Nopember, Surabaya**

Bachelor Degree in Informatics with GPA of 3.69/4.00

Feb 2022 - Jul 2022

### **Bangkit Academy 2022 by Google, GoTo, and Traveloka, Mobile Development (Android) Learning Path**

- Graduated from the Mobile Development (Android) learning path with a score of 92.2/100.
- Engaged in fundamental and intermediate Android development class, gaining experiences in intermediate Android app development.
- Acquired proficiency in using Kotlin, Room, and Retrofit for Android development as well as utilizing location, notification, and services for the app's features.
- Developed a children's english learning application for the capstone project in collaboration with 5 other team members from different paths.

## Achievements / Projects

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3rd Quarter 2025

### Employee of The Quarter, Samsung R&D Institute Indonesia

- Contributed to the efficient completion of tasks that are part of TKDN (Indonesia's domestic component level assessment) calculation as a requirement to sell smartphones in Indonesia's market with zero late submission.

Jun 2022 - Nov 2022

### Gemastik XV: Software Development / [Kiad](#) - Gold Medallist

- "[Kiad](#)" helps people with disabilities to review accessibility features in public places using crowd-sourced reviews from users.
- Developed the app using Kotlin, Google Maps API, Retrofit, Room, and MVVM architecture.
- Helped develop the back-end using Django and MongoDB and integrate it into the app.
- Designed and implemented the UI/UX for the app with special focus on accessibility.

Jul 2021 - Oct 2021

### Gemastik XIV: Game Development / [Patroli Tama](#) - Bronze Medallist

- "[Patroli Tama](#)" is a top-down mobile game about enforcing traffic rules and signs to teach kids about traffic rules and signs in a fun way.
- Designed the game levels, story, difficulties, and user experience.

## Skills

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### Android Development

Good understanding on Android app development using MVVM architecture on Android Studio using Java/Kotlin and both XML-Views and Jetpack Compose. Experienced working with restful API and database using Retrofit, Room, Firebase, and Google Maps API on Android app. Also have excellent knowledge and experience in developing Android apps for the Wear OS platform. Published several apps on Google Play Store.

Related works: [Kiad: Informasi Aksesibilitas](#), [Salaam](#), [S Lime](#)

### Game Development and Design

Experienced in designing game experience and design and creating assets for multiple games with some of those have achieved an award in a competition. I am also experienced in developing multiple games from the project initiation and brainstorming until publishing.

Related works: [rushhourdream.itch.io](https://rushhourdream.itch.io), [Patroli Tama](#)

### UX/UI Design

Good understanding on utilizing Figma, Inkscape, and other design tools to create designs. Good understanding of design thinking, design laws, and UX design. Passionate on solving problems through design.

Related works: [daaniikusnanta.github.io/portofolios/](https://daaniikusnanta.github.io/portofolios/), [Kiad: Informasi Aksesibilitas](#)

### Others

I have good experience working on web development (HTML, CSS, JS, TailwindCSS, PHP), back-end development, database (MySQL, MongoDB, PostgreSQL), and restful API development using Flask and Django. I am also able to use Office Apps such as Word, Excel, and PowerPoint.