Prana Dhikasara

Senior Mobile Engineer

Jakarta, Indonesia (UTC+7) · Open to remote work · work.sara10@gmail.com · pranadhikasara.com · linkedin.com/in/prana-dhikasara · github.com/prana10

SUMMARY

I started shipping Flutter apps in 2021 at a project-based agency while attending vocational high school. Nine store releases later, I handle apps end to end, especially when technical constraints get in the way. My largest project turned 24 native apps into one Flutter app with 50K+ installs. I've also gone native for an encrypted PDF reader in Kotlin and SwiftUI, and kept legacy RFID handhelds running on new Android. Playable replicas of every app are at pranadhikasara.com.

SKILLS

Mobile: Flutter, Dart, Kotlin, Jetpack Compose, SwiftUI
Architecture and tools: BLoC/Cubit, Clean Architecture, Melos, Shorebird, Hilt, AIDL, and method channels
Platform: Firebase Cloud Messaging, App Store Connect, Google Play Console, Git, CI/CD
Practices: REST API integration, unit testing, widget testing, code reviews, Agile/Scrum

EXPERIENCE

PT Yapindo Jaya Abadi — Full-time · On-site · Jakarta

Senior Mobile Engineer — Jun 2024 - Present

- Bukuloka Reader needed heavy PDF rendering and file encryption. I moved it from Flutter to Kotlin with Jetpack Compose on Android and SwiftUI on iOS. It has 5K+ installs.
- Large books crashed the native app during decryption. I changed it to streamed AES-256, then discovered a config key mismatch had left downloads unencrypted. I encrypted existing books in place.
- Brought IDE Super App to Windows and macOS from our existing Flutter monorepo (Melos, Shorebird), without starting another codebase. I also mentored a junior developer and reviewed team code.

Mobile Engineer — May 2023 - Jun 2024

- M3 had 12 majors, each with separate native apps for two platforms. I consolidated all 24 into one Flutter super app using BLoC. It now has 50K+ Google Play installs.
- Bunny Stream didn't offer a Flutter SDK in 2024. I built M3's HLS player myself, including resolution switching and playback resume.
- M3 could leave iOS users on the splash screen for 10 minutes while waiting for Remote Config. I cut the timeout to 8 seconds, tested offline, and released the fix in 1.6.0.
- Also shipped IDE Super App (5K+), NEO Super App (iOS), and Simbus PTN with real-time exams over Socket.io.

Art By Code — Contract · Remote · Project-based

Technical Partner and Product Owner — Oct 2025 - Present

- The client's Honeywell RFID handhelds used a legacy SDK, but replacing the hardware was too expensive. I built Invenflow natively in Kotlin and Jetpack Compose (Hilt), wrapping the legacy SDK behind an AIDL bridge to keep the old readers working, even offline.

Senior Mobile Engineer — Feb 2024 - Oct 2025

- Guards sometimes patrol without signal. For ARMY Security phase 2 (5K+ installs), I made sessions offline-first and added push panic alerts and native integrations through method channels.
- Built Otorider for motorcycle news and reviews, with video and push notifications using Flutter, BLoC, and FCM.

Flutter Developer — May 2021 - Feb 2024

- Built ARMY Security v1 and its client app. For SATO's robotic car wash, I built customer booking with QR check-in and a point of sale with receipt printing.

PT Biro Klasifikasi Indonesia (BKI) — Internship

Backend Developer Intern — Jan 2022 - Mar 2022

- Built REST APIs, business logic, and database designs for enterprise apps using Django.

EDUCATION

SMK Negeri 17 Jakarta, Software Engineering — 2020 - 2023

LANGUAGES

Indonesian (native) · English (professional working proficiency in writing, conversational speaking)