

Ricki Bin Yamin

Senior iOS Software Engineer

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SUMMARY

Software Engineer with over 6 years of hands-on experience specializing in building iOS Native Apps. Proficient in crafting intuitive user interfaces programmatically using UIKit, SwiftUI, SnapKit, and AsyncDisplayKit (Texture). Skilled in developing high-scalable applications integrating customer-centric 3rd party frameworks such as Firebase, CleverTap, OneSignal, AppsFlyer, Split.io, among others. Also experienced in DevX stuff such as setting up CI/CD, managing provisioning profiles and certificates, Push Notification, modularization design system, scripting in shell and ruby, and releasing apps in App Store Connect.

EXPERIENCE

Stockbit - Jakarta, Indonesia

iOS Engineer Core / Infra (March 2022 - Present)

- Responsible to maintain project architecture and modularization.
- Maintain and Set Up CI/CD Workflow (XcodeCloud, previously with Bitrise).
- Write script in shell and ruby to support CI/CD Workflow.
- Support and maintain certificates and auth key (.p12 and .p8) for Fastlane integration authentication (code signing), Push Notification authentication, etc.
- Maintain project's secret keys for development process.
- Involved in Push Notification Service migration (from OneSignal to FCM) resulting in a significant reduction of subscription fees by approximately USD 20,000 per year.
- Develop bilingual engine on iOS to support English-Indonesian language content wording.
- Develop Dependency-Injection (DI) Engine to support cross module class sharing and to prevent circular dependency of importing between modules.
- Involved in improving security for iOS.
- Migrate the usage of Realm into native CoreData which cut apps build size for about 10-15 MB.
- Develop UI Design System component for iOS and its component's showcase apps (UI full programmatically using UIKit).
- Involved as Release Manager, maintain apps release cycle, and submit apps to the App Store Connect.

Traveloka - Tangerang, Indonesia

iOS Engineer | Financial Service Team (September 2021 - March 2022)

- Handle layout Financial Service feature page.
- Handle new user challenge (PIN challenge) for known HTTP status code.
- Implement MVVM-C architecture, with modular based using Development Pods.
- Build UI programmatically using SnapKit.
- Implement Unit Test on every new line written code.
- Migrate legacy Objective-C code into Swift.
- Migrate xib view into UIKit or SnapKit programmatically.

RCTI+ - Jakarta, Indonesia

iOS Engineer | Part Time (August 2021 - February 2022)

- Work with Video teams.
- Develop new capability on RCTI+ video player: user interaction on video player such as fast forward by double tapping, lock window to prevent unintentional user interaction, etc.

- Develop security to prevent from screen recording and screen capturing.
- Manage JavaScript - bridge to handle communication between web apps content and native apps interaction.

DANA Indonesia - Jakarta, Indonesia

iOS Engineer | Payment Team, Lifestyle Team (July 2020 - September 2021)

- Work with Core-Payment team to develop Send Money features.
- Work with Lifestyle team to maintain "All Services" features section.
- Involved in developing E-Money feature.
- Implement MVVM-C architecture, framework integration using Carthage.
- Build UI programmatically using AsyncDisplayKit (Texture).
- Implement Reactive Programming using RxSwift.
- Manage Javascript - bridge to handle communication between web apps container (WebView) and native apps.
- Implement Unit Testing as well as mocking API service.

Apple Developer Academy @UC - Surabaya, Indonesia

iOS Developer | Internship (March - December 2019)

- Implement Git Workflow in every project.
- Learn iOS Development Life Cycles.
- Learn build UI programmatically using UIKit instead of drag and drop using Storyboard/XIB.
- Learn build UI programmatically using SwiftUI.
- Learn CoreData and CloudKit integration.
- Learn CoreML.
- Build apps for guiding user to learn writing Kanji, based on CoreML. (Final Project)
- Build apps for managing boarding house rental. (Final Project)

VOLUNTEER EXPERIENCE

PLC (Programmable Logic Controller) Trainer - ITS Campus, Indonesia

At Siemens SciTech Competition Event, Held by ITS x Siemens (2017)

- As trainer of Programmable Logic Controller (PLC) using Ladder Diagram (PLC programming language)
- As trainer of Human Machine Interface (HMI), a companion for PLC as User Interface.
- Composing training materials.
- Material covered: basic I/O, basic logical gate (AND, OR, NOT, XOR, XNOR), sequential logic (Flip-Flop), Timer, Counter.

EDUCATION

Institut Teknologi Sepuluh Nopember - Surabaya, Indonesia

Electrical Engineering (Bachelor) - GPA 3.84

- Final Project: **Develop apps to translate braille document using Image Processing and send translation data into Braille Printer wirelessly to support Braille-Copying Method**
- Tech Stack used: **OpenCV** written in **Objective-C**, iOS Apps native development with Xcode, **ESP32** firmware development written in **C++**, implement **Bluetooth** and **REST API** for communication between iOS apps and ESP32.
- Project on Github: github.com/rickirby/SCANDO_iOS
- Publication: www.sciencedirect.com/science/article/pii/S1877050921023607
- Video Demo on LinkedIn Post: www.linkedin.com/posts/rickirby18_on-my-final-project-thesis-for-my-bachelor-activity-6811276772794093568-Y0ze

SKILLS

- iOS Development
- Swift
- UIKit Programmatically, SnapKit, Texture (AsyncDisplayKit)
- RxSwift
- CI/CD, Xcode Cloud, Bitrise, CircleCI, integrate with Fastlane
- Design Pattern
- Shell Script
- Ruby Script
- Python
- JavaScript
- C, C++
- Embedded System (Micro-Controller programming and design)
- IoT (Internet of Things)

PORTFOLIO

Explore my comprehensive professional work and experience on my portfolio website:
<https://rickirby.github.io>