Nicodemus Lin

SENIOR MOBILE ENGINEER

nicolin.work@gmail.com | linkedin.com/in/nicodemus-lin | nicolin.dev | github.com/nicolinx | Tangerang, Indonesia

SUMMARY

Senior Mobile Engineer and Flutter specialist with 8+ years in software development, using Flutter as the main stack since 2019. Started and led the Flutter migration of a native Android/iOS app (1M+ downloads, 150K MAU), rebuilding it from scratch as the team's first Flutter developer and maintaining 99.5% crash-free sessions. Built Bosshire's Flutter job portal from concept to production (10K+ downloads, 2.5K MAU) with real-time chat and push notifications. Also experienced in Android, iOS, and React Native. Has led a squad of 5 engineers and managed a 24-person team.

WORK EXPERIENCE

Bosshire

Jul 2025 – Nov 2026

Technical Manager

West Jakarta, Indonesia

- Stayed hands-on as a Senior Mobile Engineer, continuing to architect and build Bosshire's Flutter app with Cubit and Clean Architecture.
- Led an 8-person cross-functional team (2 full-stack engineers, 2 frontend engineers, 1 QA engineer, 1 UI/UX designer, and 1 PO/PM) while remaining its only mobile engineer.
- Set the technical roadmap and feature priorities from Firebase Analytics, Remote Config, and Crashlytics data, and turned the roadmap into delivery plans across product and engineering, which contributed to a 30% increase in feature adoption.

Bosshire

Dec 2024 – Jul 2025

Senior Mobile Engineer

West Jakarta, Indonesia

- Built and launched Bosshire's first Flutter job portal from concept to its May 2025 launch, reaching 10K+ downloads, 2.5K MAU, and a 4.8/5 average rating across Google Play and the App Store.
- Designed the app with Clean Architecture, feature-based modules, and Cubit, using Freezed for immutable models and typed errors across the data and domain layers.
- Implemented job matching, Quick Apply, professional networking, real-time chat, and push notifications using REST APIs, WebSockets, Firebase, and local storage. Worked with backend engineers on API contracts and paired daily with other engineers on features, bug fixes, and code reviews.
- Automated testing and releases with Jenkins and Fastlane, cutting release time by 20%, and applied test-driven development (TDD) to Cubit logic and helper functions.
- Set up Firebase Analytics, Remote Config, and Crashlytics for production monitoring and troubleshooting. Profiled the app with Flutter DevTools and Android Studio Profiler to find jank, slow rendering, and layout shifts.
- Adopted Claude Code for AI-assisted development, increasing release velocity by 30%.

PT Global Urban Esensial

Apr 2023 – Nov 2024

Technology Manager

Tangerang, Indonesia | Hybrid

- Managed a 24-person product engineering team while staying hands-on technically. Set coding standards and led architecture reviews, which improved engineering productivity by 20%.
- Led LeSS adoption across engineering teams, which improved team velocity by 35% and contributed to a 90% on-time delivery rate.
- Cut operational costs by 15% by optimizing application and infrastructure resources, while keeping 99.9% uptime.

PT Global Urban Esensial

Jul 2022 – Apr 2023

Senior Mobile Engineer

Tangerang, Indonesia | Hybrid

- Led the Teman Bumil Flutter migration into production, replacing separate native Android and iOS codebases with a single Flutter app (1M+ downloads, 150K MAU).
- Designed the Flutter architecture (BLoC for state management) and CI/CD pipeline. Deployment efficiency improved by 20%, and crash-free sessions held at 99.5%.

- Introduced unit testing and reached 40% code coverage, which contributed to an estimated 30% reduction in reported bugs and an estimated 30% increase in development speed.
- Led a squad of 5 engineers across Flutter, React Native, Kotlin, and Swift, consistently hitting an estimated 95% sprint goal completion rate.
- Built TB Shop, an e-commerce feature within Teman Bumil, on a GraphQL API layer, and worked with backend engineers on its API contracts.

PT Global Urban Esensial

Apr 2019 – Jul 2022

Mobile Engineer

Tangerang, Indonesia | Hybrid

- Led the team's first production Flutter project in 2019, rebuilding GueSehat from a native Swift iOS app into a unified Flutter codebase using BLoC and Clean Architecture, and shipped the migration in under 2 months.
- Refactored 70% of Teman Bumil's native Objective-C codebase ahead of its Flutter rebuild, taking crash-free users from 40% to 95-97%.
- Started the Flutter rebuild of Teman Bumil in 2020. Designed its initial architecture and refactored it for scalability as the codebase grew.
- Developed production applications across Android, iOS, and React Native using Java, Kotlin, Objective-C, Swift, and JavaScript.

Orang Tua Group

Sep 2017 – Apr 2019

Software Engineer

West Jakarta, Indonesia

- Built 5+ internal applications across web, desktop, and mobile, including a factory reporting dashboard, internal ATS, and automated reporting tools, using ASP.NET, Ruby, Laravel, and Java. Also built and launched an Android application, writing the backend in Ruby on Rails and the mobile frontend in native Java.
- Introduced Git Flow and CI/CD practices to standardize development and release workflows, which increased development productivity by 30%.

SELECTED PROJECTS

Flutter Enterprise Starter Kit

Built a production-oriented Flutter starter kit using Clean Architecture, feature-based architecture, Cubit, dependency injection, Firebase Authentication, and typed error handling.

Implemented offline REST caching, automated testing, GitHub Actions CI, Fastlane, Firebase App Distribution, and Dev/Prod flavors. Reached 50+ GitHub stars, with architectural decisions and trade-offs documented in the repo.

Flutter | Open Source

Character Lens

Built a Flutter app that recognizes handwritten Chinese and Japanese characters on the device with ML Kit Digital Ink and looks them up in an offline SQLite dictionary of 60,183 characters, generated from Unihan by a build script in the repo.

Added an AI explanation card from Gemini through Firebase AI Logic with App Check. The prompt is grounded in the dictionary entry, output is constrained to a JSON schema, answers are cached per character, and a validator flags example readings the dictionary can't confirm.

Used Clean Architecture with Riverpod sealed states and typed failures, documented in ADRs and a case study, with 630 unit and widget tests (95.9% line coverage of the files they load) running in GitHub Actions CI.

Flutter | Open Source

EDUCATION

Bina Nusantara University

Jul 2013 – Jul 2017

Bachelor of Computer Science

TECHNICAL SKILLS

Flutter: Flutter, BLoC/Cubit, Riverpod, Freezed, GetIt, Dio, Firebase, Firebase AI Logic (Gemini), ML Kit, Fastlane
Mobile: Android, iOS, React Native, Jetpack Compose, SwiftUI
Architecture: Clean Architecture, Feature-Based Architecture, MVVM
Networking & Data: REST APIs, GraphQL, JSON, WebSockets, Local Storage, File Handling, SQLite, Offline Caching, Data Synchronization, Network Retries, PostgreSQL
Testing: flutter_test, bloc_test, Mockito, mocktail, Vitest, TDD
DevOps: Git, GitHub Actions, Jenkins, CI/CD, Kubernetes (exploratory)
Monitoring: Firebase Crashlytics, Analytics, Remote Config
Languages: Dart, Kotlin, Swift, Java, JavaScript, TypeScript, Go
Also worked with: Next.js, React, Tailwind CSS, MUI, Node.js (exploratory), NestJS (exploratory)
Methodology: Agile/Scrum, Professional Scrum Master I (PSM I), Jira
Spoken Languages: Indonesian (native), English (professional working proficiency)