

# Dicky Adrian

Software Engineer · Frontend / Full-Stack

Indonesia · Open to relocation

+62 898-791-7502 · [dickyadrian0204@gmail.com](mailto:dickyadrian0204@gmail.com) · [linkedin.com/in/dicky-adrian](https://linkedin.com/in/dicky-adrian)

## SUMMARY

---

Frontend-led software engineer with 6+ years building consumer-facing products with complex async state, real-money flows, and multi-system integrations. Built the Bibit cart-checkout flow that is still in production roughly five years after release, and recently shipped an internal RAG agent on top of OpenAI embeddings. Domain experience spans e-commerce, fintech, computer vision, and blockchain. Targeting frontend or full-stack roles across the US, UK, EU, APAC, or remote-global.

## SKILLS

---

**Languages:** TypeScript, JavaScript, Go, Rust

**Frontend:** React, Next.js, React Native, TanStack Query, Zustand, GraphQL

**Backend:** Node.js (Nest.js), Go (Echo, GORM), Puppeteer, Jest

**Databases:** PostgreSQL, MongoDB, Redis

**AI / Tooling:** OpenAI embeddings, RAG pipelines, Async (Go background jobs), prompt engineering

**Blockchain (recent):** EVM, Solidity, ethers.js, wagmi, Anchor (Solana)

## EXPERIENCE

---

### Senior Software Engineer — Pixel8Labs

Apr 2024 – Present

*Singapore (Remote) · consumer product studio building high-stakes user-facing applications · teams of 3–4 engineers per project*

- Led frontend on consumer products with heavy async state and multi-system integrations, including issuance platforms, marketplace checkout, admin tooling, and yield-bearing product vaults. Sole or senior frontend engineer on each. Underlying settlement ran on blockchain networks (Ethereum, Avalanche, Berachain, Solana).
- Shipped a consumer issuance platform with multi-step admin tooling, custom sale-mechanism state machines, and reconciliation between distributed systems. Shipped under a hard external deadline (partner network's day-0 launch) with no slip.
- Integrated Stripe credit-card payments with a downstream asset-issuance backend in one user flow. Cross-system fiat-to-digital-asset payment integration; card capture, settlement, and post-settlement issuance handled as one journey.
- Built a real-money state machine with a cryptographic commitment scheme and timeout-based refund, equivalent to idempotency and distributed-state consistency under partial failure. First Rust production work for the team; shipped in about 2 months.
- Contributed multi-network integration (Avalanche) to a tokenized-asset marketplace. The product now holds 131k+ assets and \$94M+ in trading volume.
- Built an internal RAG agent (OpenAI embeddings, Redis cache, Async queue, Discord integration) that flagged discrepancies between product specs and ongoing engineering discussions. Product and engineering used it to catch spec drift early.
- Code-reviewed and paired with 2–3 junior engineers per project, and ran most reviews for frontend and integration code.

### Software Engineer — Finku

Apr 2022 – Apr 2024

*Jakarta · Y Combinator-backed consumer product · 3-person feature team*

- Sole frontend engineer on a React Native peer-to-peer lending product that ran in production for over a year after launch. Took it from design to release, including a 10-step KYC and registration flow with conditional branching, async validation, and partial-state recovery on app restart.
- Designed and built a virtual card with spending controls end-to-end (RN frontend, NestJS service, third-party issuer integration) in about 6 months. Feature was complete but held pre-launch pending regulatory clearance.
- Replaced one-off layouts across onboarding and payment screens with a shared component set (forms, lists, currency input) that the rest of the app picked up.
- Reviewed code with a peer frontend engineer; the role was backfilled after I left.
- Wrote a NestJS data-ingestion service that pulled external data sources into the product.

## Frontend Engineer — Bibit

May 2021 – Apr 2022

*Jakarta · Indonesian consumer unicorn (millions of registered users during tenure) · 8-engineer frontend org*

- Built and shipped cart-checkout: the flow that lets users buy multiple products in a single transaction, replacing the prior one-item-per-order limit. Solo frontend work, peer-reviewed. Still in production today, roughly five years after release.
- Built the greenfield product card and checkout screen, which became the main entry point for consumer transactions on the app.
- Wrote the pricing, fees, and portfolio-update logic on the client so on-screen numbers stayed in sync with backend reconciliation across the full order lifecycle (pending, settled, refunded).
- Contributed shared component patterns (sheets, list rows, transaction summaries) that other squads picked up for adjacent flows.

## Computer Vision Engineer — Prosa.ai

Feb 2020 – Mar 2021

*Bandung · Indonesian AI / NLP company · part-time, then full-time*

- R&D on face recognition, YOLO-based vehicle detection, and retina-based biometric prototypes for government and enterprise pilots. Stack: PyTorch, OpenCV, OpenVINO.
- Worked on the model pipeline from data preparation through inference, including OpenVINO conversion for edge deployment on resource-constrained hardware.

## Frontend Engineer (Intern) — Blibli.com

Jun 2019 – Aug 2019

*Jakarta · Large Indonesian e-commerce platform*

- Shipped a homepage revamp in Vue.js; the work deployed to production about a week after the internship ended.
- Built a new product card and a carousel component with lazy loading, used on the revamped homepage.

## EDUCATION

---

**B.Sc. Computer Science** — Institut Teknologi Bandung, 2020

## LANGUAGES

---

Indonesian (native) · English (professional working proficiency, primary working language for 4+ years)