ABYAN DAFA

Senior Software Engineer (Android)

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ABOUT ME

Senior Android engineer with 7+ years building large-scale consumer apps across ride-hailing, payments and travel at Grab, LinkAja and Traveloka. Currently owns Grab's Android Analytics SDK, the high-volume event-tracking infrastructure behind an app used by millions. Outside work, designs, builds and operates four live full-stack products end to end, from React clients to Go and Node.js services, Postgres and self-hosted Docker infrastructure.

WORK EXPERIENCE

Grab, Singapore | 2025 – Present

Senior Software Engineer (Android), Platform Team

- Own the Android Analytics SDK, the event-tracking infrastructure used by every product team in the Grab app.
- Cut daily analytics logging errors from 40–50M to 1–2M (~96% reduction) by resolving long-standing SQL exceptions in the SDK's database layer.
- Spearheaded the move to well-modelled events, a governed analytics schema shared across Grab's apps, now covering 600+ events in the Grab app.
- Built a CI guardrail that validates every instrumentation merge request against Grab's governed analytics standard, replacing manual checks and keeping the analytics portal updated in real time.
- Leading an AI agent–driven migration of 600+ legacy events to the well-modelled format, targeted for completion within 4 months.

Grab, Singapore | 2022 – 2025

Software Engineer (Android), Transport Team

- Built and shipped features for Grab's ride-hailing experience, used by millions of riders across Southeast Asia.
- Delivered releases on schedule and to a high reliability bar in one of the app's most business-critical flows.

LinkAja, Jakarta, Indonesia | 2020 – 2022

Senior Android Developer

- Major contributor to the migration of the LinkAja app to a multi-module architecture, cutting build times and speeding up release cycles.
- Built and maintained features in a national e-wallet and payments app.

Traveloka, Jakarta, Indonesia | 2019 – 2020

Android Developer, User Platform Team

- Maintained shared app components, including Saved Items and carousel lists, reused by multiple product teams across the app.

PERSONAL PRODUCTS

Four live products I design, build and run in my own time, showcased at myans.studio.

- **Lumora** — Browser-based disposable camera for events; guests scan a QR code and shoot with no app or account. Offloaded film processing to each guest's device with direct-to-storage uploads, so a full room never queues behind a small server. *Next.js, Go, Postgres, Cloudflare R2, Docker*

- **Learn Studio** — Offline-first PWA for learning to code on a phone, with streaks and XP. Modelled progress as an append-only log of completed lessons so offline devices merge cleanly without lost or double-counted XP. *React, Vite, Supabase, Workbox*
- **Petwar** — Real-time multiplayer card game for 2–6 players plus spectators. Built a server-authoritative engine that validates every move and sends each player a private view of the board. *React, Node.js, Socket.IO, Redis, Docker*
- **Trippa** — Pre-order storefronts for Indonesian jastip sellers, with bank transfer and QRIS payments and Telegram order alerts. Guaranteed no overselling by running each order in a single transaction with conditional stock decrements. *Next.js, Postgres, Drizzle, Telegram Bot API, Docker*

SKILLS

- Kotlin
- Multi-module architecture
- CI automation
- Android SDK
- SDK and library development
- On-device databases (SQLite)
- Jetpack Compose
- Mobile analytics
- AI-assisted code migration

EDUCATION

Institut Teknologi Sepuluh Nopember (ITS), Surabaya | Aug 2015 – Sep 2019

Bachelor of Informatics · GPA 3.66 / 4.00

- Built software side projects with lecturers and external clients alongside coursework.
- Strong foundation in algorithms and problem-solving.

LANGUAGES

English (Professional) · Bahasa Indonesia (Native)