Blitar, Indonesia
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Yohanes Grethaputra

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Website

Senior Flutter engineer by day, game dev by night. 5+ years shipping production mobile in Indonesia (full-time at Elevarm, agritech), plus 2 years of part-time Unity work on indie game projects. Open to senior Flutter, Android, Unity, frontend, or full-stack roles — full-time, part-time, or fixed-scope contracts — remote, async-first, SEA timezone.

Work Experience

Senior Software Engineer - Flutter **Elevarm** **Sep 2022–Ongoing**
Remote, Indonesia

Elevasi Agri Indonesia (Elevarm) is a company built on the conviction that agriculture and technology expertise is the key to upscaling the upstream ecosystem.

- **Shipped Bluetooth smart-scale integration** in the auction Flutter app — capture **~12s → 3s, ~60% fewer errors**.
- **Built a POS with ERP features** for Elevarm's field officers. **~80% faster than manual workflows** since Mar 2023.
- **Wired an agent into the dev workflow** to handle SOP-heavy steps — **~80% faster** while staying compliant.
- **Shipped Mitra Elevarm** on Google Play, including its AI assistant RANI for horticulture Q&A.
- **Lifted team velocity ~60%** with a Flutter component library adopted across 5 projects.
- **Built the company blog pipeline** (Next.js + headless CMS) so non-engineers could publish.

Stack: Dart, Flutter (BLoC), Drift, SQLite, hydrated_bloc, Bitbucket Pipeline, Sentry, Mixpanel, Firebase, Google Play Console, Grafana, Next.js

Part Time Game Programmer **Bumi Studio** **Jun 2024–Jan 2026**
Remote, Indonesia

Bumi Studio is a game studio driven by passion to create world-class games.

- **Built Unity tooling and multiplayer infra** — Editor extensions, a React/TS level editor, Nakama + Supabase multiplayer, CI/Coolify deploys.
- **Reworked the Unity architecture** to make new features faster to build and the codebase easier to scale, **dropping feature shipping from over a week to a few days**.

Stack: C#, Unity, Go, Nakama, TypeScript, Bun, Deno, React, Vite, Tailwind, Docker, PostgreSQL, Supabase, Coolify

Software Engineer - Android **Neurafarm** **Jan 2021–Aug 2022**
Remote, Indonesia

Neurafarm is a smart farming company focused on digitizing farms to enhance agricultural productivity, efficiency, and build a more resilient food system.

- **Killed crash-on-background and message-loss** in Chat with Expert (FCM + retry queue), **crash-free 92% → 99.2%**.
- **Rebuilt Community Posts** (RecyclerView + DiffUtil + off-main work) — **~60% faster scroll, ~80% fewer crashes**.
- **Refactored DokterTania** to MVVM + Hilt + Coroutines + Room — **~80% faster feature shipping**.

Stack: Android, Git, MVVM, Hilt, RxJava2, Kotlin, Retrofit, Google API, Firebase, Coroutines, Room, Dagger

Education and Certifications

- **B.A.Sc, Game Technology,** Politeknik Elektronika Negeri Surabaya, Indonesia. **2016–2020**

Technologies and Languages

- Languages: Dart, Kotlin, Java, C#, TypeScript, Go
- Mobile: Flutter, Android SDK, Unity, BLoC, hydrated_bloc, Drift, SQLite, Room
- Backend & Data: Firebase, Supabase, PostgreSQL, Nakama, Mixpanel, Sentry, REST
- DevOps & Web: Git, Docker, Bitbucket Pipeline, Coolify, Bun, Deno, React, Next.js, Vite, Tailwind
- Other: Project management, IoT integration, online multiplayer systems, POS / agritech domain