

Bee Bee Wijaya

+62 819-9153-8410 · beebeewijaya@gmail.com · Jakarta, Indonesia

linkedin.com/in/beebeewijaya · github.com/beebeewijaya-tech · beewijaya.gagas.tech

SUMMARY

Full-stack software engineer with 8 years of experience across Go, Swift, and TypeScript. Track record of building and operating financial systems at Brankas and leading reliability and distributed architecture on a Philippine bank's core banking platform. Certified Kubernetes Administrator and Apple Developer Academy graduate. Owns features end to end, from system design through production monitoring.

SKILLS

- **Languages:** Go, Swift, Javascript, Python.
- **Backend:** Go (Gin, Echo, chi), gRPC, Protocol Buffers, REST, OpenAPI.
- **Frontend:** Vue.js, React, React Native, Tailwind, SCSS, Storybook.
- **Apple Platforms:** Swift, SwiftUI, SpriteKit, Xcode, Xcode Cloud.
- **Data:** PostgreSQL, MySQL, Redis, MongoDB.
- **Messaging & Event-Driven:** Apache Kafka, NATS JetStream, AWS SQS, AWS SNS.
- **Infrastructure & DevOps:** Kubernetes, Docker, Nginx, AWS, Google Cloud Platform, CI/CD, Fastlane.
- **Observability:** Prometheus, Grafana, InfluxDB, distributed tracing, and alerting.
- **Security:** OAuth 2.0, OpenID Connect, JWT, mTLS, request signing, secrets management.
- **Architecture & Practices:** Distributed systems, microservices, clean architecture, SOLID, system design, unit and integration testing, Agile/Scrum.

EXPERIENCE

Brankas Technology Jakarta, Indonesia (Remote)

Technical Lead · Mar 2023 – Present

Lead backend team on Direct, Brankas's account-to-account payment product, and on core banking integration for Netbank, a Philippine digital bank. Own sprint planning, grooming, release management, and technical scoping with product managers and enterprise customers.

- Drove end-to-end integration of Netbank's core banking platform: exposed an internal gRPC and Protocol Buffers contract rather than letting callers bind to the bank's REST surface, so provider-side changes stop at the integration boundary instead of propagating through downstream services.
- Owned reliability and distributed architecture for the payment path Prometheus, Grafana, and InfluxDB observability, Kubernetes HPA autoscaling, and graceful shutdown with connection draining so scale events and deploys complete without dropping in-flight payment requests.
- Drove a clean-architecture rewrite of the Go service layer with an enforced repository structure, chosen over incremental patching to consolidate bank-integration logic that was being re-implemented inconsistently per provider.
- Set the design-first OpenAPI contract process for partner-facing payment APIs, giving banks and business customers a stable specification to build against ahead of implementation.
- Established code review standards and mentor engineers across the team; act as the technical counterpart to product and customers during scoping.

Software Engineer · Jun 2021 – Mar 2023

- Built and maintained Go backend services for Direct payment flows on Kubernetes and Google Cloud Platform, containerized with Docker.
- Introduced unit testing to the Go codebase table-driven tests with the race detector in CI establishing a regression safety net the services had been shipping without.
- Migrated a legacy Go-template UI to a Vue 2 single-page application, decoupling frontend delivery from backend release cycles.

Bizzy Indonesia Tangerang Selatan, Banten, Indonesia

Full-Stack Engineer · Dec 2019 – Jun 2021

Built and maintained Tokosmart, Bizzy's commerce platform, across mobile, backend, and internal tooling.

- Shipped customer-facing features on the React Native (TypeScript) iOS and Android app: in-app customer support chat, product search, a full UI/UX revamp, and Xendit payment-gateway checkout.
- Migrated roughly half the internal API from the monolith to microservices on AWS Lambda, SQS, and SNS with Node.js, choosing event-driven serverless for spiky, independently scaling workloads over lifting the monolith as-is.
- Built and maintained backend services in TypeScript plus the internal operations dashboard in React; introduced unit testing to a backend codebase that had been shipping without a regression safety net.
- Introduced Redis caching on hot read paths to cut API latency and server load without provisioning additional database capacity.
- Automated Android and iOS release builds with Fastlane, replacing a manual release process.

Pijar Camp (formerly Arkademy) Jakarta, Indonesia

Front-End Engineer · Sep 2018 – Dec 2019

Frontend for a tech education platform delivering courses, video lessons, and student support.

- Rewrote the frontend from a server-rendered PHP CodeIgniter app to a Vue 2 single-page application, chosen to fix load speed and navigation responsiveness that page-per-request rendering couldn't address.
- Built the company's UI component library from the design team's design system on a modular SCSS architecture, documented in Storybook, and authored the frontend architecture documentation the team onboarded and built against.
- Developed core platform features: video player, OAuth login, paginated course catalog, and in-app chat.

EDUCATION

- **Apple Developer Academy** Indonesia. iOS Development Program, 2026. Native iOS and Swift development under Challenge-Based Learning: problem framing, in-depth research, lo-fi prototype validation, and feasibility scoping to tight deadlines. Frequently led teams and drove delivery.
- **Bachelor of Computer Science** Universitas Ciputra, Surabaya, Indonesia. Feb 2025 – Jul 2028 (expected). Returned to complete the degree while working full-time as a software engineer.

CERTIFICATIONS

- **Certified Kubernetes Administrator (CKA)** — The Linux Foundation, 2023.

PROJECTS

- **Cangkruk** AI-powered voice training iOS app built in Swift and SwiftUI at the Apple Developer Academy.
- **Dogtective** iOS game built in Swift with SpriteKit, GameplayKit ECS, and custom particle systems.
- **Clippy** macOS clipboard history app built in Swift.
- **Utera** iOS app built in Swift with Biometric capability and prediction based on clean-architecture at the Apple Developer Academy.

LANGUAGES

Bahasa Indonesia (native) · English (professional working proficiency) · Mandarin (beginner, HSK 1) · Deutsch (beginner, A1)