



# OEY, KEVIN ANDRIAN SANTOSO

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I am an ambitious individual passionate about programming and software engineering, with strong interests in backend development, blockchain, competitive programming, and participation in ICPC.

## Work Experiences

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### Shopee - Jakarta, Indonesia

Jun 2025 - Present

#### Backend Engineer

Shopee is the leading e-commerce platform in Southeast Asia and Taiwan

- Involved in technical initiatives across 3 core ShopeePay domains (payments, reconciliation, and credit card systems), coordinating with 5–7 cross-functional teams of engineers, QA, and product managers to deliver stable weekly releases.
- Received an Outstanding Quality Individual Award for maintaining zero personal bug density throughout development cycles.
- Rewrote a mission-critical credit card service from Python to Go, achieving over 90% improvement in processing efficiency and performance.
- Designed and implemented a high-performance Go wrapper service to interface with legacy Java JAR modules for bank integrations, improving reliability and maintainability.

### Blibli - Jakarta, Indonesia

Feb 2024 - Feb 2025

#### Backend Developer Intern

Founded in 2011, Blibli has grown into one of Indonesia's largest e-commerce companies, serving B2B, B2C, and B2B2C markets. With a strong focus on innovation and customer satisfaction, Blibli continues to shape the future of digital commerce in the region.

- Implemented a microservices architecture and leveraged Apache Kafka for real-time event processing, improving system throughput by 30% and reducing data synchronization latency by 40%.
- Optimized caching strategies with Redis, reducing database load by 40% and improving API response times by 50%, leading to a 2x faster user experience.
- Diagnosed and resolved 20+ production issues, reducing incident recurrence by 60% through comprehensive root cause analysis (RCA) and preventive fixes.
- Developed and deployed 15+ RESTful APIs, integrating PostgreSQL, Redis, and authentication mechanisms, ensuring 99.9% uptime and achieving 30% faster API responses.

### Codefest.id - Remote, Indonesia

Oct 2024 - Nov 2024

#### Backend / Smart Contract Developer

Empowering Indonesian developers transition to Web3.

- Led backend development of AsyncE, a Web3 communication platform built on the DFINITY Internet Computer, which secured 3rd place in Hackathon 7.0 (ICP Hub, Codefest.id).
- Developed core backend functionality in Rust using ic-cdk and ic-cdk-websocket, handling real-time communication for 100+ concurrent users.
- Integrated AI-powered video processing, enabling automatic subtitling and transcription with Python (Flask), achieving 90%+ accuracy in speech-to-text conversion.
- Collaborated in a team of three to design and ship a full-stack Web3 platform, contributing 90% of the backend codebase.

### Bina Nusantara University - Jakarta, Indonesia

Jan 2024 - Jan 2025

#### Game Developer

- Developing a 2D multiplayer platformer with strategic fighting mechanics in Godot Engine, targeting 1,000+ concurrent players.
- Used Godot's reliable UDP networking protocol, ensuring <100ms latency and reducing lag spikes by 30% in multiplayer matches.
- Architected the backend using C# and PostgreSQL, handling 5,000+ game state updates per second for real-time interactions.

### Contestant

The International Collegiate Programming Contest is an algorithmic programming contest for college students. Quite simply, it is the oldest, largest, and most prestigious programming contest in the world.

- Qualified as an ICPC 2022 contestant, competing in a team of three, after placing in the top 50 of the Indonesia National Contest (INC) 2022 among 700+ teams.
- Solved 5 complex algorithmic problems within a 5-hour timeframe, demonstrating expertise in data structures, constructive algorithms, and dynamic programming.

## Education Level

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### Universitas Bina Nusantara - Jakarta, Indonesia

Sep 2021 - Jul 2025

Bachelor of Computer Science, 3.83/4.00

- Published research paper: Rust's Memory Safety Model: An Evaluation of Its Effectiveness in Preventing Common Vulnerabilities, analyzing Rust's impact on preventing buffer overflows, use-after-free, and data races.
- Qualified for ICPC 2022, competing in a team of three, after placing in the top 50 of the Indonesia National Contest (INC) 2022 among 700+ teams.

## Projects

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### Voxel Engine - Jakarta, Indonesia

Mar 2025

C++ Developer

A custom-built Minecraft-inspired (or basically, a clone) voxel game engine developed from scratch using OpenGL, with procedural terrain generation, basic lighting, and interactive world mechanics. Repo: <https://github.com/zKevz/voxel-engine>

### Pixel Worlds Game Server - Remote, Indonesia

Nov 2022

Backend Developer

The first open-source server for Pixel Worlds, written in C# 6.0, with MongoDB, dependency injection, and UDP networking. Repo: <https://github.com/zKevz/Pixel-Worlds-Server>

### Si Paling Cerdas - Jakarta, Indonesia

Feb 2023 - Jul 2023

Full Stack Developer

A multiplayer quiz game, where players compete in 5-minute rounds, answering 10 questions based on accuracy and response speed. Repo: <https://github.com/Skoliosis/Si-Paling-Cerdas>

### Game Server Project - Remote, Indonesia

Jan 2023 - Jan 2024

Backend Developer

A high-performance game server written in Rust, designed for low-latency multiplayer gaming with thousands of concurrent players.

### Rivalry Showdown - Jakarta, Indonesia

Jan 2024 - Jan 2025

A 2D multiplayer platformer featuring strategic combat mechanics, developed using Godot Engine. Designed for smooth, low-latency multiplayer gameplay.

## Skills

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- **Hard Skills:** C++, Rust, C#, C, Java, JavaScript, TypeScript, Python, Java, ASP.NET, gRPC, REST API, WebSocket, PostgreSQL, MongoDB, Redis, Git, Docker, CMake, Godot, Game Networking, Game Architecture, Multiplayer Systems, React, HTML/CSS, Distributed Systems, Network Protocols, Concurrency / Multi Threading
- **Soft Skills:** Problem Solving, Teamwork, Analytical Thinking, Time Management, Adaptability, Communication