

# PRAMUDITHA MUHAMMAD IKHWAN

Sleman, Daerah Istimewa Yogyakarta

[ikhwانpramuditha05@gmail.com](mailto:ikhwانpramuditha05@gmail.com) | +6281247016022 | [LinkedIn](#) | [Portfolio](#) | [GitHub](#)

## EXPERIENCE

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### 4TITU PTE LTD

*Fullstack Developer*

Remote

August 2025 – Present

- Developed supplier and packaging management features, including dynamic unit conversions and cost-per-portion calculations, reducing manual bookkeeping errors and improving pricing accuracy.
- Designed and implemented a multi-level unit-of-measure (UOM) system that normalizes conversions across supplier packaging, storage units, and recipe units, ensuring consistent calculations for costing, inventory adjustments, procurement planning, and all downstream modules in the platform.
- Developed a theoretical-vs-actual usage analysis module that identifies overuse, shrinkage, and operational inefficiencies in real time, allowing managers to make data-driven adjustments to recipe standards, procurement planning, and portion control.

### Apple Developer Academy @ Infinite Learning

Batam, Indonesia

*iOS Developer – SLNG*

November 2025 – December 2025

- Implemented a shared data architecture using App Groups and SwiftData to unify the main app, keyboard, and share extension, resulting in consistent translation behavior and cutting extension cold-start delays by reducing redundant disk reads.
- Migrated the backend from Node.js to Go and optimized the client-side networking stack, reducing average translation response time from ~3 seconds to ~1.5 seconds and significantly improving perceived latency across all extensions.
- Designed and implemented advanced system-level features that include real-time speech-to-text using async audio pipelines, animated UI components, and accessibility-compliant interaction models.

*iOS Developer – Dialogua*

September 2025 – October 2025

- Led the backend development using NestJS, establishing a modular and scalable architecture that cleanly separates core business logic, routing, and domain-specific workflows.
- Integrated OpenAI Whisper and TTS pipelines into the backend to support real-time, AI-driven conversational experiences, enabling low-latency speech-to-text and natural-sounding text-to-speech responses.
- Designed and implemented a dynamic quiz-routing in the client-side that computes the next question based on quiz structure, branching rules, and remaining question count, enabling flexible, non-linear learning flows without hardcoded sequences.

*iOS Developer – Paintee*

May 2025 – July 2025

- Led the end-to-end development of *Paintee*, an iOS AR face painting app using SwiftUI, ARKit, and RealityKit, enabling users to apply symmetrical designs in real-time through facial tracking.
- Designed and implemented a custom multi-screen AR session management system to ensure seamless transitions and optimal performance across AR views, reducing session conflicts and app crashes.
- Collaborated in a cross-functional team to launch *Paintee* on the App Store, incorporating user feedback loops, UI/UX improvements, and app performance optimization to enhance user satisfaction.

### PT Widya Inovasi Indonesia (Widya Robotics)

Yogyakarta, Indonesia

*System Analyst*

August 2023 – December 2023

- Designed the backend systems architecture for a Vehicle Counting System for a state-owned company client, saving 5% of computation time. Participated in three key meetings and presented the design to the client, including the company's Head of Technology.
- Conducted research on new methods to develop an automatic gate opening system using facial recognition technology which leads to enhancement of 2x more accurate recognition.
- Re-labeled 1,000 images to enhance the effectiveness of the face detection system. Additionally, analyzed and optimized camera type, heights, focal points, and lenses, improving the model accuracy by 2%.

## EDUCATION

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### Yogyakarta State University

Yogyakarta, Indonesia

Bachelor of Engineering in Information Technology

August 2021 - May 2025

GPA: 3.83/4.00

**AWARDS: GEMASTIK XVII Finalist · 1st Winner UNITY 2024 · hackHERthon Favorite Winner · Top 200 IDT**

**SKILLS:** Swift, SwiftUI, UIKit, SwiftData, Combine

**Tools:** VS Code, Xcode, Git, GitHub, Google Suite, Trello, Postman