Ricky Indra Gunawan

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Software engineer with 3+ years of experience. Mainly using Go and Typescript (Node.js) as programming languages. Skilled across the complete software development lifecycle, from system architecture to backend and frontend implementation.

Professional Experience

NoLimit Indonesia, a media monitoring company

Backend Engineer (Lead) Apr 2025 - Apr 2026

- Architected and developed *NoLimit Care* (Customer Support Center Dashboard) from scratch.
- Led the NoLimit Care engineering team.
- Conducted 20+ technical interviews for engineering candidates.

Project/Features: Channel Integrations (Instagram, TikTok, X, YouTube, VoIP, etc.), Message Auto Distribution, Agent Monitoring, Kanban Board, Notification System.

Stack: Typescript, Node.js, NestJS, PostgreSQL, Kafka, Redis, React, Shadcn, Tailwind CSS, Socket.IO, etc.

Fullstack Engineer Jul 2023 - Apr 2025

- Built the *NoLimit Dashboard* Operations Panel and several supporting services.
- Built *NoLimit Indsight* (industry-based media data collection dashboard).
- Built *NoLimit Engage* (influencer and campaign management dashboard).
- Conducted technical interviews for engineering candidates.

Stack: Typescript, Node.js, Express.js, NestJS, MySQL, Kafka, Redis, React, RestAPI, Tailwind CSS, DaisyUI, Puppeteer, pptx.js, Leaflet, etc.

Frontend Developer Jan 2023 - Jun 2023

- Maintained and developed new features for the *NoLimit Dashboard* (media monitoring dashboard).
- Built custom media monitoring dashboards for clients.
- Built a custom media monitoring report generator to generate a report in pptx.

Stack: Typescript, React, GraphQL, Tailwind CSS, Material UI, Figma, etc.

Education

Institut Teknologi Bandung

Bachelor's Degree, Mechanical Engineering. Aug 2016 - Apr 2021

Projects

Message broker

Lightweight, durable publish-subscribe message broker using a custom binary protocol. Repository

- Supported concurrent publishers and subscribers using goroutines, mutexes, and condition variables.
- Created append-only, disk-backed logs to persist messages by subject.
- Implemented acknowledgments and per-client offsets for at-least-once delivery and message replay.
- Developed companion client libraries in Go and JavaScript.

Stack: Go

Markdown live share editor

Real-time collaborative Markdown editor. Repository

- Enabled conflict-free multi-user editing with live synchronization and shareable document links.
- Developed a lightweight Go backend using Server-Sent Events and REST APIs for document synchronization.
- Implemented native IndexedDB persistence, offline recovery, and automatic update compaction.

Stack: Go, Typescript, Yjs CRDT.

Distributed key-value database

Strongly consistent distributed key-value database using the Raft consensus algorithm. Repository

- Delivered linearizable PUT, GET, and DELETE operations through a dependency-free HTTP API.
- Implemented leader election, heartbeats, log replication, quorum commits, and automatic failover.
- Added durable crash recovery and race-tested three-node integration tests covering node and leader failures.

Stack: Go

Skills: Go, Typescript, Javascript, PostgreSQL, MySQL, Kafka, Redis, React, HTML, CSS, Tailwind CSS, SQL, GraphQL, RestAPI, Python, Golang, Echo, Express.js, NestJS, Websocket, Docker, Github, Postman, Figma, Trello, etc.