Ridha Muhlita Putra

Senior Backend Engineer | System Architecture | Cloud Infrastructure

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Nagoya, Japan

EXPERIENCE

Tech Lead

Asianet Media Teknologi 08/2024 - Present Indonesia

A B2B2C telecommunications platform provider

- Led backend architecture for scalable microservices, implementing TMF621 APIs and maintaining TMF622 integrations for telecom interoperability.
- Drove performance optimization (profiling, query tuning), reducing response times up to 8× (800ms → 100ms) and long-running jobs from 30s+ to <500ms.
- Built and operated 15+ microservices (Python, Kafka), including a high-throughput authentication service (~1K TPS per instance).
- Designed Kafka-based APIs and request/reply patterns, maintaining <5s latency for synchronous customer-facing workflows.
- Automated data pipelines and internal tools (Python, React) for reconciliation, backfills, and cross-team workflows, reducing manual operations.
- Established engineering standards (CI/CD, code quality), led code reviews, mentored engineers, and coordinated cross-team delivery.

Sr. Backend Developer

Photobook.ai 09/2022 - 03/2024 Indonesia

A B2C SaaS platform for photo books and custom printing

- Managed AWS serverless infrastructure (Lambda, DynamoDB, S3, CloudWatch), improving system scalability and ensuring 99.9% uptime.
- Migrated JavaScript to TypeScript, enhancing scalability and maintainability across 10+ services.
- Implemented a JWT-based authorization system, strengthening application security.
- Conducted code reviews and enforced clean-code principles, reducing defect rate in PRs.
- Developed internal automation and data processing scripts in Python for deployment and monitoring workflows.

IT Consultant

Zero One 03/2020 - 12/2022 Indonesia

Delivered backend engineering and system solutions across multiple client projects, adapting quickly to different stacks, requirements, and production environments.

- Designed and implemented backend services and APIs using Python, Go, Java, and Node.js, aligning with client architecture and business requirements.
- Owned end-to-end delivery for assigned modules, including system design, database modeling (SQL/NoSQL), and deployment setup.
- Contributed to performance optimization and system reliability improvements across client systems in production.
- Built automation tools and data pipelines (e.g., scraping, workflow automation) to streamline operations and reduce manual effort.
- Collaborated directly with client teams to understand requirements, troubleshoot issues, and deliver maintainable solutions under tight timelines.

CONTRIBUTIONS

Dota2 Minify

Python game modding toolkit (17k+ downloads). Contributed automation features including event-driven match handling, UI state management, and configuration-based XML modification.

Biome.js (Rust, 20k+ stars)

Web formatter/linter alternative to ESLint + Prettier. Improved rule configuration validation logic, navigating a large unfamiliar Rust codebase to deliver the contribution.

SUMMARY

Senior Engineer with 5+ years of experience building scalable backend systems in Python and TypeScript. Designed and operated high-throughput APIs (~1,000 TPS), optimized service response times by up to 8x, and cut long-running operations from 30s+ to under 500ms. Strong focus on clean architecture, security, CI/CD, and production reliability. Author of python-devlog, an open-source Python library on PyPI. Open to opportunities in backend engineering and system architecture.

KEY ACHIEVEMENTS

Backend Performance Optimization

Reduced service response times by up to 8x (800ms → 100ms) and cut long-running operations from 30s+ to under 1s through targeted profiling and query/database optimization.

Accelerated Customer Onboarding

Accelerated customer onboarding by optimizing dispatching and provisioning, reducing bottlenecks and increasing customer capacity and revenue.

Team Leadership Impact

Established coding standards and CI quality gates, led reviews, and mentored engineers, improving code quality and review turnaround.

LANGUAGES

Bahasa	Native
English	Proficient
Japanese	Intermediate

SKILLS

Languages

Python, Go, TypeScript

Backend & Systems Engineering

Python (Flask/FastAPI), Microservices, Event-Driven Architecture (Kafka), REST APIs, gRPC, JWT/SSO, Clean Architecture

Database & Persistence

PostgreSQL, DynamoDB, MySQL, MongoDB, Schema Design, Index Optimization

Cloud & DevOps

AWS, Docker, Kubernetes, Terraform, CI/CD, Linux/CentOS

Quality & Workflow

Git, PR Reviews, Automated Testing (pytest), Swagger/OpenAPI

CONTRIBUTIONS

MALSync (TypeScript, 2.3k+ stars)

Anime progress sync extension. Built a full third-party platform integration from scratch and maintained it through multiple upstream-breaking API changes.

EDUCATION

Bachelor of Engineering

President University

09/2018 - 10/2022 Indonesia

- Focused on embedded systems, control engineering, and automation.
- Developed microcontroller-based systems, including environmental monitoring and lab automation (humidity tracking, remote outlet control, access management)
- Gained experience with PLCs (Siemens, Omron), including C# integration and Ladder Logic for control systems.
- Implemented digital feedback control systems (Arduino) involving control algorithms and sensor integration.
- Conducted research in electrical and environmental engineering, co-authoring publications on waste-to-energy systems and digital control (DOI: 10.32672/jse.v6i4.3499, 10.12928/biste.v6i1.10234)

PROJECTS

devlog

https://pypi.org/project/python-devlog/

Python logging library with built-in data protection

- Built a decorator-based logging framework with async support, stack traces with local variable capture, and sensitive value redaction.
- Implemented bytecode dataflow analysis to automatically trace and redact sensitive values across stack frames, preventing secret leakage in logs.
- Includes custom system exception hook for crash logs with full local variable capture.
- Published on PyPI with CI/CD (GitHub Actions for testing and publishing).

aniparse

https://pypi.org/project/aniparse/

Probability-based metadata extraction engine

- Built a scoring-engine parser that extracts structured metadata from unstructured input without hardcoded regex
- Redesigned from scratch in v2.0 with a six-stage pipeline: tokenization, identification, pattern expansion, context-aware scoring, resolution, and composition.

Secure Container POC

https://github.com/MeGaNeKoS/secure-by-default-rce-demo

Container hardening security demonstration

- Demonstrated how infrastructure-level defenses (distroless images, read-only file systems) neutralize critical RCE vulnerabilities (CVE-2025-55182) even without code patches.
- Showcased defense-in-depth approach comparing vulnerable vs hardened Docker container configurations

SentinelBot

https://sentinel.meganeko.dev/

Real-time identity protection service (Python)

- Built a real-time identity protection bot that detects and bans accounts impersonating high-value community members using DeepFace AI for profile picture similarity analysis.
- Implemented configurable detection sensitivity, role-based admin controls, whitelisting for false-positive prevention, and reference image management.
- Designed a scanning system to audit all server members against protected profiles with alerting to designated channels.