

MOBILE ENGINEER · PRODUCT-MINDED BUILDER

Nahl Munif
Basalamah

I build mobile products that stay
understandable after the first release.

Five years across Flutter and native Android, from early prototypes to live payment, HR, ticketing, and commerce products. I am strongest where product decisions and engineering structure need to meet: shaping the flow, building the system, then staying for reliability and change.

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nahlmb.com

Location
Depok City,
Indonesia

01 / PROFESSIONAL EXPERIENCE

Roles that shaped how I build.

4 selected roles

01

CCM United Kingdom
Mobile Application Developer ·
Frontend Developer

May 2026 — Jul 2026
Jakarta · ID

Owned client-side delivery across mobile, desktop, and web within Global Skills Meet—taking Emildon LiveChat from an early Flutter client to public releases while also shipping responsive client websites.

- Rebuilt the inherited basic client into one adaptive LiveChat product for Android, iPhone, iPad, Windows, and macOS, then owned signing, packaging, store submission, and every application release.
- Worked across product design and end-to-end client engineering, rewriting the full UI/UX and expanding basic chat into real-time queues, visitor intelligence, offline resilience, push notifications, local-first caching, and developer documentation.

02

Bisatopup
Mobile Developer

Jul 2024 — Jan 2026
Depok · ID

Worked across a live fintech product portfolio where shipping new capability and keeping everyday transactions dependable mattered equally.

- Took SiHRIS from an empty repository to production: 8 employee-service modules, each with its own clean boundary, joined through a module registry and custom router.
- Designed and built an NFC-assisted e-money flow for reading cards, checking balances, and completing top-ups and transactions.
- Paused feature work for a focused stabilization cycle, resolving 31 tasks across 224 files and more than 3,500 changed lines.

03

Bangkit Academy
Capstone Project Mentor

Nov 2024 — Dec 2024
remote
Volunteer mentorship

Mentored two Android capstone teams through the decisions between a classroom prototype and a maintainable product.

- Introduced Jetpack Compose beyond the core curriculum and used the teams' own products to teach clean, scalable Android structure.

04

Amanah Karya
Flutter Developer · Project Lead
Developer

Jun 2021 — Mar 2023
Depok · ID
Freelance contract

Grew from implementation work into leading delivery while helping a small team turn varied client needs into working mobile products.

- Led Bisakasir from the developer seat, balancing delivery decisions with hands-on Flutter work on the point-of-sale product.
- Shipped four client applications spanning bill payment, point of sale, online retail, and ticketing.

02 / INDEPENDENT PRACTICE

INDEPENDENT PRACTICE

nahlmb.com

Designer & Engineer

Nov 2025 — Present

Depok · ID

A long-running laboratory for making product ideas concrete—from the interface people see to the runtime and operating rules underneath it.

— Built a cross-platform analytics engine that learns from product use without cookies, persistent visitor IDs, raw IP addresses, or a growing warehouse of personal profiles.

03 / SELECTED WORK

A few things worth opening.

[nahlmb.com/projects](#)

01

2026

Emildon LiveChat

end-to-end cross-platform LiveChat client, released on mobile and desktop

nahlmb.com/p/emildon-livechat

02

2025

SiHRIS

employee self-service HR, 8 modules

nahlmb.com/p/sihris

03

2026

Histeel Membership

member card & loyalty app, ~11k lines of Dart

nahlmb.com/p/histeel

04 / CAPABILITIES

Mobile engineering

Flutter · Dart · Native Android & Kotlin · Modular mobile architecture · Real-time & local-first clients

Desktop application engineering

Flutter for Windows & macOS · Adaptive desktop interfaces · Packaging, signing & direct distribution

Engineering practice

Modular architecture · Cross-platform delivery · Technical leadership & mentoring · Cross-platform release ownership

05 / PROFESSIONAL FOUNDATION

Education Software Engineering IDN Boarding School Jul 2018 — Jul 2021 Graduated	Learning Apple Developer Academy Apple — Infinite Learning Batam Challenge-based product design, design thinking, and engineering for Apple platforms.	Languages Bahasa Indonesia native English fluent Arabic basic
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