

PRODUCT ENGINEER • DESIGNER WHO BUILDS

**Nahl Munif
Basalamah**

I turn product intent into interfaces, systems, and working releases.

I started designing and coding at sixteen and still prefer working across the seam between the two. My work spans mobile, web, design systems, and the infrastructure behind them—enough range to carry an idea from an unclear beginning to a product people can actually use.

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 Workspace
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 Location
Depok City,
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01 / PROFESSIONAL EXPERIENCE

Roles that shaped how I build.

3 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.
- Made four parts of the app configurable from the server, allowing the team to change key screens without waiting for another store release.

03

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.

02 / INDEPENDENT PRACTICE

INDEPENDENT PRACTICE

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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.
- Designed a provider-neutral commerce runtime that keeps order, payment, and entitlement decisions on the server instead of trusting the storefront.

03 / SELECTED WORK

A few things worth opening.

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012026

Emildon LiveChat

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

[nahlmb.com/p/emildon-livechat](#)

022025

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personal super-app host with privacy-first analytics and commerce runtimes

[nahlmb.com/p/nahlmb](#)

032026

AHTAR Alat Berat

responsive heavy-equipment website with an interactive 36-unit fleet catalogue

[nahlmb.com/p/ahtar-alat-berat](#)

04 / CAPABILITIES

Product craft

Product thinking · Interface & experience design · Design systems · Product writing & storytelling

Web engineering

TypeScript · Astro · CSS & Tailwind · Supabase

Engineering practice

Modular architecture · Cross-platform delivery · Privacy-conscious data design · 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 English Arabic native fluent basic
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