



PROFESSIONAL SUMMARY

Results-driven agent with career-long record of product management, business development, and operations management success for leading organizations

Proven talent for aligning business strategy and objectives with established product management and development paradigms to achieve maximum operational impacts with minimum resource expenditures. Growth-focused thought leader known for leading products from ideation to launch and managing day-to-day troubleshooting. Exceptionally dedicated professional experienced in several industries with keen interpersonal, communication, and organizational skills, as well as budget management, data analysis, and resource allocation expertise.

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| <ul style="list-style-type: none">• Product Management• Analytical Skills• Team Leadership | <p style="text-align: center;"><u>CORE COMPETENCIES</u></p> <ul style="list-style-type: none">• Relationship Management• Operations Management• Training and Mentorship | <ul style="list-style-type: none">• Problem Solving• Communication• Strategic Planning |
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PROFESSIONAL EXPERIENCE

AWANTUNAI, JAKARTA, JULY 2020 TO PRESENT

HEAD OF PRODUCT, NOVEMBER 2021 TO PRESENT

- Strategically plan and manage the entire product portfolio for Business Solutions, including definition and alignment of the company vision, strategy and roadmap.
- Track, monitor and assess relevant KPIs, controlling variables and measured data to achieve set objectives, efficiently and accurately.
- Oversee a product management team, motivating, guiding and working to build a high-performing, independent team.
- Collaborate cross-functionally with design, engineering, marketing, and sales teams to identify and deliver new product solutions.
- Test and oversee the launch of products, ironing out any problems and issues prior to launch.

GROUP PRODUCT MANAGER, AUGUST 2021 TO OCTOBER 2021

- Designed and introduced the company's long-term product strategy, half yearly OKRs, and strategic initiatives to ensure delivery of key business goals.
- Drove an improvement in the SDLC process to be more efficient and agile and to get better result.

SR. PRODUCT MANAGER, JULY 2020 TO JULY 2021

- Decided problem and key opportunities, creating some key actions to achieve company targets and make a positive impact on company users.
- Developed the product roadmap and released a plan based on key actions that were defined.
- Led product discovery and user interviews to gain insight and obtain a high degree of truth from hypotheses.
- Successfully ran product sprints and prepared Go To Market materials with the GTM teams.

REVOU, JAKARTA, FEBRUARY 2022 TO PRESENT (PART TIME)

LEAD LECTURER, AUGUST 2023 TO PRESENT

- Oversaw the lecturer team, ensuring high-quality delivery of Product Management teachings and maintaining the standard of the course content.
- Pioneered the development and revision of Product Management curriculum to reflect industry's best practices and trends.
- Worked closely with the RevoU academic and administrative teams to enhance course structures, student engagement strategies, and overall educational experience.

LECTURER, FEBRUARY 2022 TO JULY 2023

- Instructed students on the fundamentals of Product Management, with a keen focus on Product Vision & Strategy.
- Tailored teaching methodologies to accommodate students of diverse backgrounds and learning preferences.
- Actively engaged in curriculum development discussions, ensuring the content remains updated and relevant to the fast-evolving tech landscape.

PAYFAZZ, JAKARTA, JUNE 2019 TO JULY 2020

PRODUCT MANAGER

- Developed strategic product plans for the company, which included developing a product roadmap.
- Enhanced user satisfaction through market research, conducting visits to customers, leading usability studies, customer surveys, benchmarking other products, and setting priorities for product development.
- Spearheaded the entire product line lifecycle, starting from ideation of new ideas, to tactical activities and validating hypotheses to troubleshooting day-to-day problems.
- Collaborated closely with engineering and marketing teams to deliver quick time-to-market products and optimal resources.

DUKUNG CALONMU, JAKARTA, SEPTEMBER 2018 TO SEPTEMBER 2019

PRODUCT MANAGER

- Worked as a product manager for a campaign fundraising and online public donations platform to support executive and legislative candidates throughout Indonesia.
- Developed products by identifying potential products and features, determining product requirements and working within client specifications.
- Handled market research, developing expertise of market trends and product developments.
- Ensured that products were delivered on time or ahead of schedule.

GARAZI, JAKARTA, FEBRUARY 2016 TO SEPTEMBER 2018

CO-FOUNDER

- Was the cofounder of a company that assisted travelers who wanted to rent cars by avoiding complicated processes and providing a wide range of available cars from local car owners.
- Created and led teams, working to guide and develop high-performing and efficient team members.
- Headed product developments, identified market opportunities, and handled various non-technical responsibilities: including legal, PR, finance, and business development.
- Successfully secured and led negotiations for seed funding from a local angel investor.

MICROSOFT INDONESIA, JAKARTA, JUNE 2014 TO SEPTEMBER 2014

SYSTEM ANALYST INTERN

- Maintained and improved computer systems for the organization and its clients.
- Made business requirement structuring and prioritization decisions, clearly communicating plans with stakeholders for reviews and approval.
- Partnered with Business Analysts, Project Leads and the IT team to resolve issues and ensure solutions were viable and consistent.
- Piloted training sessions and workshops on system processes, providing information on established processes, workflows, and company policies.

RISTEK FACULTY OF CS UI, DEPOK, JANUARY 2014 TO DECEMBER 2014

PRESIDENT DIRECTOR

- Worked as the president director of an organization in the Faculty of Computer Science Universitas Indonesia, which engaged in the research and development of information technology.
- Planned and managed special interest groups that developed student skills and capacity in specific capabilities, such as graphic design, mobile technology, game development, website development, network and security, and algorithm analysis.
- Led, managed, and directed all operations of the organization, planning events, groups, and engaging with members to promote learning and foster growth.

EDUCATION AND CREDENTIALS

BACHELOR OF SCIENCE (B.Sc.) IN COMPUTER SCIENCE, 2016
Universitas Indonesia, Jakarta

AWARDS AND HONORS

- Best Cultural Mobile Game, Nokia Developer, 2012
- Best Performing and Most Innovate, Erasmus BEEHIVE, September 2019
- 1st Winner of Product Development, Gemastik 7 (Kementerian Pendidikan Kebudayaan RI), 2014
- 2nd Winner of Game Development, Gemastik 6 (Kementerian Pendidikan Kebudayaan RI), 2013
- Winner of NextDev Palembang, Telkomsel, 2019

VOLUNTEERISM

- Kampus Merdeka - Ministry of Education and Culture; serve as mentor for student interns and guide participants regarding the development of digital products and services targeted to overcoming issues faced by MSMEs, January 2022
- Workshop Hacker - 1000 Startup Digital; served as mentor for Modul Workshop #1000Startup Digital, focusing on the topic of Product Release, June 2022

ADDITIONAL INFORMATION

Technical Proficiencies: Windows, Linux (Ubuntu), Mac OS, routers, LAN, wireless LAN, Microsoft Office Suite, Jira, Asana, Trello, Django, Java, SQL, Node.js, HTML5, CSS3, Photoshop

Interests: Mountain climbing, hiking, photography, literature, tennis (recreational)