

Andre Christi Kan

Senior Backend Engineer

andrechristikan@gmail.com
linkedin.com/in/andrechristikan
github.com/andrechristikan
andrechristikan.me
Jakarta, Indonesia. Remote

SUMMARY

Senior Backend Engineer with 8 years across fintech, web3 gaming, and market research. Worked as a backend, lead and full-stack engineer, taking systems from architecture to production on NestJS and TypeScript. Work spans monolith, microservice, event-driven and clean architectures, payment, real-time and SaaS systems, and cloud infrastructure. Built mobile apps in Dart and Flutter, and web dashboards in Next.js and Nuxt.js. Mentors junior engineers, reviews code and sets technical direction. Built ack-nestjs-boilerplate and remains its sole maintainer (700+ GitHub stars), reviewing contributor pull requests.

EXPERIENCE

Senior Backend Engineer

Rektstudios

Full-time, remote

Nov 2024 – Present

1 year 11 months

- One of the founding backend engineers (team of 3). Co-built Rekt Game Core from scratch, a NestJS backend for auth, wallet, store, marketplace, game orchestration, XP and level progression, battle pass, and referral reward. HTTP serves clients, RabbitMQ talks to other services, BullMQ on Redis runs workers. We took it from zero to 10k+ registered players and 17k+ SpludgeWars matches played. Reviewed code within the team

Senior Backend Engineer

Rektstudios

Part-time, remote

Sep 2024 – Nov 2024

2 months

- Partnered with a blockchain developer on wallet flows and on-chain withdrawals. Together we built NFT minting and on-chain reward transfers. Consumed RabbitMQ indexer events for purchases and order fills. Coordinated with the game and frontend teams
- Built a wallet ledger for off-chain credit and custodial ERC-20. Internal transfers stay off-chain, withdrawals settle on-chain. Hardened writes with Postgres advisory locks, CAS status transitions, and idempotency keys
- Built store purchases across off-chain, custodial, and self-custody wallets. Rekt Game Core credits the custodial ledger on failed or refunded on-chain payments
- Unified WEB2 and WEB3 trading on a marketplace. WEB2 fills settle as buyer debit, NFT ownership, seller credit. WEB3 fills arrive from Envio on RabbitMQ and a job applies it
- Built battle pass rewards (tokens, inventory-first NFTs, tickets, XP boosts) and a shared reward grant pipeline for battle pass and referral reward with idempotent wallet jobs
- Added Rekt Game Core auth with JWT, 2FA, email and phone verification, SIWE, and OAuth (Google, Snapchat)
- Built uncapped XP and level progression and a realtime leaderboard (account and character, daily through all-time), with 3-month seasons run by queue jobs
- Co-built Rekt Game Chat from scratch, a NestJS service (GraphQL + Socket.IO, Redis adapter). It handles DMs, public/private/global groups, friends and blocking, typing indicators, and multi-device presence. Global groups allow guests

Lead Engineer

Kadence International

Full-time, hybrid

Jan 2024 – Nov 2024

10 months

- Built Kadence Kepo (Jul 2021 – Dec 2021), Kadence's field-operation app for its registered shoppers. Built the backend, the Android app and the infrastructure, while a teammate built the web dashboard's front end. Served 1k–2k users and ran 3 fieldwork projects at once, with 50 MB chunked uploads

Senior Backend Engineer

Kadence International

Full-time, hybrid

Jul 2021 – Dec 2023

2 years 5 months

- As the first engineer, interviewed the internal users and benchmarked other apps, then designed and led K-OINS (Jan 2022 – Nov 2024), Kadence's survey and panel app on the App Store and Google Play. Built its Flutter app and its 4 NestJS microservices on MongoDB. They share a backend with Kepo and talk only through RabbitMQ
- Replaced a vendor app that cost IDR 780–900M in its first year (IDR 300M to build, IDR 20M a month in maintenance, IDR 20–30M a month for servers and services). Built in-house, K-OINS cost about IDR 540M less in its first year, about 60–69% lower than the vendor, and IDR 240M less a year after. The in-house build paid for itself in the first year

- Rated 4.2 (84%) on the App Store and 3.6 (72%) on Google Play (the vendor app it replaced scored 2 and 1), with 18k registered panelists, about 2k (11%) active monthly, and 2–3 surveys a week
- Rate-limited to 100 answers per second so the small servers do not fall over. Xendit withdrawals total up to IDR 5M a month, at most IDR 300K per panelist
- Led Internal Tools, a NestJS and Next.js expense platform for multi-workspace claims, purchase orders, reimbursements, and settlements with S3 uploads and PDF export
- Led the team of 1 web front-end engineer, 1 designer and 2 interns. Set the design and technical direction and mentored the interns. Owned the service architecture and CI/CD with GitHub Actions from the start and Docker deploys

Associate Fullstack Engineer

Gradana Indonesia
Full-time, on-site
Mar 2020 – Jul 2021
1 year 4 months

- Migrated a monolith to microservices in stages on a live production system
- Designed Alibaba Cloud compute, networking, and storage for web and mobile
- Set up Jenkins CI/CD and automated tests
- Supported OJK (Otoritas Jasa Keuangan) certification for Gradana, a P2P lending platform

Backend Engineer

Gtech Digital
Full-time, on-site
Apr 2019 – Mar 2020
11 months

- Built and maintained MAP Loyalty System APIs, a multi-tenant loyalty platform for iOS, Android and web clients
- Turned product requirements and user stories into workflows and API contracts
- Designed and tuned NoSQL and MySQL schemas for loyalty transactions with high-frequency reads and writes
- Diagnosed production incidents through the ticketing system
- Owned MAP Loyalty System maintenance. Handled monitoring, hotfixes, and performance tuning

Backend Engineer

Kepo Solusi Indonesia
Full-time, on-site
Oct 2018 – Apr 2019
6 months

- Built REST APIs for web and mobile clients
- Designed workflows from business and technical requirements
- Designed databases and tuned query performance

SKILLS

Expertise	Backend Development, Fullstack Development, Software Development, Mobile Development, Payment Systems, API Design, System Architecture, Message Queues, Message Broker, System Design, Database Design, Distributed Systems, Automated Testing, Scalability, Performance Optimization, Code Review, Mentoring, Project Coordination, Technical Leadership
Programming	TypeScript, JavaScript, Dart, Node.js, NestJS, Flutter, Next.js, React.js, Vue.js, Nuxt.js
Architecture	Monolith, Microservices, Event-Driven Architecture, Clean Architecture, REST APIs, GraphQL, WebSocket, Multi-tenant, RBAC, Idempotency, Pub/Sub, Sagas, Background Jobs
Infra	Amazon Web Services (AWS), Docker, GitHub Actions, CI/CD, Git, RabbitMQ, BullMQ
Database	PostgreSQL, MySQL, MongoDB, Redis, Prisma, Mongoose, Query Tuning

EDUCATION

Bachelor of Information Systems, E-Business
Bina Nusantara University (Binus)
2014 – 2018
GPA 3.3

LANGUAGES

Indonesian - Native
English - Professional working proficiency

PROJECTS

Rekt Game Chat

Rektstudios, Senior Backend Engineer. May 2025 – Present

The game's messaging service. GraphQL handles reads and writes. Socket.IO carries live events. A Redis adapter keeps several instances in sync.

Rekt Game Core

Rektstudios, Senior Backend Engineer. Sep 2024 – Present

Main backend of a blockchain game, built from scratch with the founding backend team of 3. Covers auth, wallet, store, NFT marketplace, XP and level progression, battle pass, referral reward and realtime leaderboard. Money writes go through a wallet ledger.

ack-nestjs-boilerplate

Open source, sole maintainer. Jan 2022 – Present

NestJS starter with authentication, permissions and multi-tenancy out of the box. Ships JWT, OAuth, OTP, TOTP 2FA and RBAC, BullMQ jobs, S3 uploads by presigned URL or through the API, and CI/CD. 700+ GitHub stars.

github.com/andrechristikan/ack-nestjs-boilerplate

Field Operation Platform

Freelance, Fullstack Engineer for a confidential client. Feb 2025 – Aug 2025

Market-research platform where field agents receive tasks, capture photo, video and audio, and send it back to operations from low-connectivity areas, uploading straight to S3 in 30 MB chunks. A failed upload continues from the next unfinished chunk. Coordinated directly with the client.

Kadence K-OINS

Kadence International, Lead Engineer. Jan 2022 – Nov 2024

Survey and panel app where panelists are matched to surveys by demographics, answer through a logic engine, and cash out points through Xendit. A teammate built the web front end.

Kadence Internal Tools

Kadence International, Lead Engineer. Jul 2024 – Oct 2024

Kadence's expense platform with claims, purchase orders, reimbursements and settlements. Built the API, while a teammate built the Next.js web app.

Kadence Kepo

Kadence International, Lead Engineer. Jul 2021 – Dec 2021

Kadence's field-operation app for its registered shoppers, with 50 MB chunked uploads. Built the backend, the Android app and the infrastructure for 1k–2k users across 3 fieldwork projects at once.

Korner

Freelance, Fullstack Engineer. Oct 2023 – Apr 2024

Legal tech platform that connects people with lawyers for 30-minute live consultations, booked and paid in the app. Coordinated directly with the client.

Gradana

Gradana Indonesia, Associate Fullstack Engineer. Mar 2020 – Jul 2021

P2P lending platform. Migrated its live monolith to microservices in stages on Alibaba Cloud infrastructure, with Jenkins CI/CD and automated tests. The work supported its OJK certification.

Vehicle Rental System

Freelance, Backend Developer for a confidential client. Jan 2020 – Aug 2020

Web platform for vehicle rental operations with live vehicle tracking from IoT tracker data ingested into PostgreSQL, and rental orders, purchases, and invoicing.

MAP Loyalty System

Gtech Digital, Backend Engineer. Apr 2019 – Mar 2020

Multi-tenant loyalty platform for iOS, Android and web clients, with NoSQL and MySQL schemas tuned for loyalty transactions at high-frequency reads and writes.