



Kevin Gunawan

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Work Experience

SOFTWARE ENGINEER III, MONTU GROUP; BRISBANE, QLD – JAN 2025 - PRESENT

- **Real-Time Systems:** Architected and delivered an event-driven notification system using **Server-Sent Events (SSE) and Kafka**, replacing legacy database polling mechanisms. This reduced notification latency from ~10 seconds to near real-time, significantly improving clinician responsiveness and patient experience.
- **Patient Experience:** Owned development of a real-time wait time estimation service using **AWS Lambda** for patients in consultation queues. This resulted in increased transparency during high-demand periods and reduced patient drop-off through better expectation management.
- **Infrastructure:** Built in-house telehealth platform by integrating **Amazon Connect**, enabling seamless video, voice, and chat consultations—reducing reliance on third-party providers and improving platform control and scalability.
- **Collaboration:** Collaborated cross-functionally with product, design, and clinical stakeholders to deliver high-impact features in a regulated healthcare environment

SOFTWARE ENGINEER III, EXPEDIA GROUP; BRISBANE, QLD – AUG 2021 - DEC 2024

- **Serverless Automation:** Spearheaded the development of serverless functions (**AWS Lambda**) to automate business content updates from managed partners. Architected the solution using **AWS S3** and **API Gateway**, reducing manual processes by 50% and enabling publication within 24 hours. Improved content availability by 30%, increased traffic by 15%, and resulted in a 10% boost in partner revenue.
- **Feature Development:** Led end-to-end feature development from UI/UX design (**React-Typescript**) to backend API services using **Kotlin** or **Node.js**. Implemented state management using **Redux**, resulting in faster page load times and a 15% improvement in user engagement.
- **Data Pipelines:** Orchestrated **REST & GraphQL** API services using **Spring Boot (Kotlin)** or **Node.js (Hapi)** to ensure real-time synchronization between affiliate systems and Expedia's platform. Expanded features for influencers, driving a 5% annual revenue increase.
- **Monitoring:** Implemented **Splunk** and **Datadog** monitoring to detect and resolve user-facing errors within 24 hours. Created custom alerts and dashboards, identifying 95% of issues within 24 hours and reducing support requests by 15%.

SOFTWARE ENGINEER, VALD; BRISBANE, QLD – SEP 2020 - AUG 2021

- **Led front-end development** using **Typescript, React, and MobX**, building interactive UI components to visualize musculoskeletal health data and improving engagement by 10%.
- **Developed and maintained back-end APIs** using **ASP.NET Core and RabbitMQ**, reducing API response times by 25% and improving scalability by 30%.

FRONT-END DEVELOPER, LIQUID STATE; BRISBANE, QLD – FEB 2019 - SEP 2020

- **Developed responsive webpages** using React, Redux Saga, and Less, optimizing data retrieval through AWS S3 integration to decrease page load times by 20%.
- **Built reusable UI components** with Storybook and Ant Design, reducing development time for new features by 25%.

Technical Skills

- **Front-End Development:** HTML5, CSS3/Less, JavaScript (ES6), Typescript, React, Next.js
- **Back-End & API Services:** NestJS, Node.js, Spring Boot (Kotlin), Hapi.js, Express.js, REST & GraphQL APIs
- **Cloud & DevOps:** AWS (Lambda Functions, S3, Microservices), Jenkins CI/CD, Git, GitHub
- **Databases:** NoSQL & Relational Databases (e.g., MySQL, MongoDB)
- **Monitoring & Logging:** Datadog, Splunk

Education

Queensland University of Technology – Bachelor of Information Technology Majoring in Computer Science, 2017-2020

Projects

GITHUB PROFILE: [HTTPS://GITHUB.COM/HOWDYKEVIN](https://github.com/HowdyKevin)

1. *GoodJobMuayThai* (<https://www.goodjobmuaythai.com/>) Muay Thai Fitness gym promotional website
2. *HC guides* (<https://www.hcguides.com/>) Online game (World of Warcraft) guides for players to seek help on different aspects of the game when needed.
3. *Contendo* (<https://www.getcontendo.com/>) Online platform to allow local football leagues to collect players of the season votes after every round or via a one-time collection at the end of the season