

Kevin Daniel Pantasdo

AI SOLUTIONS AND IMPLEMENTATION

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Indonesia | Remote | US working-hours overlap | Available immediately

Technology founder with experience building AI applications and delivering software for international clients. Work spans application platforms, enterprise automation and public-sector systems, supported by Google engineering and published AI research.
Seeking remote solutions or implementation roles.

EXPERIENCE

Quantum (Nusantara) / Founder and CEO

Founded Nov 2021

Currently taking a career break from Quantum.

- Served international clients including **Playmatic** (later acquired by OpenAI), **Rain.aero**, **Postcard.inc** and **CMC+Co**.
- Company projects included wildfire operations tools for Rain, logistics software for Avian and AI competency mapping for Telkomsel.
- Built **QuantumByte**, an AI-powered no-code platform that turns domain knowledge, business requirements and existing content into applications.
- Grew Quantum to **51 employees** by spring 2026; the company portfolio included **40+ enterprise-grade applications**.
- Bootstrapped Quantum with **\$20K in personal investment** and grew the business to **\$3M in cumulative revenue**.

National COVID-19 response / Bersatu Lawan COVID project

2020

- Built the BLC system, publicly credited by Indonesia's disaster-management agency at its May 2020 launch; supported a collaborative platform for symptom checks, patient monitoring and geographic risk information.

Carnegie Mellon University / Summer Research Assistant

May-Aug 2019

- Developed machine-learning systems to augment human cognition.

University of Waterloo / Undergraduate Research Assistant

Jan 2018-Apr 2019

- Researched NLP transfer learning and memory-based dialogue systems; coauthored work on domain adaptation and conversational learning agents published at **ICLR 2020**, **CHI 2020** and **CHI 2020 Extended Abstracts**.
- Developed a sum-product network library and reformulated computation as sparse tensor operations.

Google / Software Developer

May-Aug 2017

- Developed features for home products, wearables and build systems, including the Google Wifi home-screen menu.

Athos / Software Engineer

Aug-Dec 2016

- Rewrote the iOS networking layer and proposed visualizations for muscle-activation data.

Kaizena / Software Engineer iOS

Sep 2015-Apr 2016

- Served as primary designer and iOS developer, taking the app from initial development to an App Store feature.

EDUCATION AND EXPERTISE

University of Waterloo / Bachelor of Mathematics

June 2020

Graduated with distinction. Studies in combinatorics and optimization and computer science.

Enterprise AI | Application development | Software implementation
NLP and machine learning | No-code platforms | iOS development