

Kevin Daniel Pantasdo

TECHNICAL PRODUCT MANAGEMENT

kevin.pantasdo@gmail.com | linkedin.com/in/kevindp | github.com/rndm-jpg
Indonesia | Remote | US working-hours overlap | Available immediately

AI product builder and founder with experience developing QuantumByte, an AI-powered no-code application platform. Combines international enterprise software delivery with Google engineering and AI research at Waterloo and Carnegie Mellon.

Seeking remote technical product management or product owner roles.

EXPERIENCE

Quantum (Nusantara) / Founder and CEO

Founded Nov 2021

Currently taking a career break from Quantum.

- Bootstrapped Quantum with **\$20K in personal investment** and grew the business to **\$3M in cumulative revenue**.
- Served international clients including **Playmatic** (later acquired by OpenAI), **Rain.aero**, **Postcard.inc** and **CMC+Co**.
- Grew Quantum to **51 employees** by spring 2026; the company portfolio included **40+ enterprise-grade applications**.
- Built **QuantumByte**, an AI-powered no-code platform that turns domain knowledge, business requirements and existing content into applications.
- **QuantumByte** won the **SelectUSA Indonesia Pitching Competition** in March 2026, earning selection to represent Indonesia internationally.

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.

Product management | AI application platforms | Enterprise software
No-code products | NLP and machine learning | Software delivery