SITE SERVICE ENGINEER CATALOGUE





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adinusa.id

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About

Site Service Engineer (SSE) is a tech talent contracted by Btech and placed in a customer's company (tech talent outsourcing). The minimum agreement between Btech and the customer is a year. After that, customers can select the available tech skills or request other necessary ones.

The agreement between Btech and customer contains the total number of tech talent needed, the minimum number of tech talent taken by the customer, monthly tech talent cost, and other costs such as additional training, improvement skills training, overtime, etc.

Terms and Conditions

- 1. Btech provides tech talent with the qualifications that customers require.
- 2. The minimum number of tech talent required by customers is **20 per year**.
- 3. Customers can choose their desired tech talent by conducting interviews and administering specific tests, typically targeting candidates at the **Associate Level**.
- The SLA for talent provision is a maximum of 2 months from the agreement or kickoff meeting. New talent requests are estimated to take a maximum of 1 month, depending on the number of talents processed.
- 5. If engineers resign, the customers must inform Btech **at least one month** in advance. Btech will initiate the replacement process, with an estimated completion time of **one month**.

Terms and Conditions

- 6. Btech can provide **additional training** for tech talent as the customer requires.
- 7. Btech assists in the **developing tech talent to support their career advancement** within the customer's company.
- 8. Btech provides laptops and other work tools that tech talent positions need.
- 9. After 12 months of working with tech talent, customers may recruit the tech talent as in-house company employees without additional cost. However, customers must notice Btech a minimum of a month before the tech talent is recruited.

Pricing Conditions

Engineer	Man/Month Cost (Rp.)	Qty	Overtime Cost per Hour	Maximum Overtime Hours Estimation Per Month	A Year Total Cost
Cloud Associate/ DevOps Associate	16,000,000	1	50,000	16	201,600,000
Total A					201,600,000
Engineer	Management Fee/Man/Month Cost (Rp.)			Month	A Year Total Cost
Cloud Associate/ DevOps Associate	1,600,000			12	19,200,000
Total B					19,200,000
Total A+B					220,800,000

Pricing Conditions

- 1. Cost in Indonesia Rupiah (IDR).
- 2. The expenditure associated with Tech Talent comprises the following components.

Direct Compensation	
Component List Percentage	Percentage
Gaji Pokok: Basic Salary	46%
Tunjangan Hari Raya: Holiday Allowance	4%
Tunjangan Shift: Shift Allowance	7%
Tunjangan Uang Makan: Meal Allowance	2%
Tunjangan Pulsa/Internet: Phone/Internet Allowance	2%
Kompensasi PKWT: Fixed-Term Employment Compensation	8%
Laptop: Laptop	5%
Total 1	74%
Indirect Compensation	
BPJS Kesehatan: Health Insurance	3%
BPJS Ketenagakerjaan: Employment Insurance (BPJS Ketenagakerjaan)	4%
BPJS Jaminan Pensiun: Pension Insurance	2%
Tunjangan PPH21: Income Tax Allowance	2%
Tunjangan Asuransi Kesehatan Swasta: Private Health Insurance Allowance	4%
Total 2	15%
PPN	
Total 3	11%
Total 1+2+3	100%

Note: The percentages above are estimates.

3. The cost includes applicable taxes.

Talent Positions and Skills

Available Talent Positions



Note: Custom positions (field Cloud & DevOps) please contact us

Talent Skills





Linux System Administration

- 1. Introduction
- 2. Accessing Systems
- 3. Navigating File Systems
- 4. Managing Local Users and Groups
- 5. Controlling Access to Files
- 6. Managing SELinux security
- 7. Tuning System Performance
- 8. Installing and Updating Software Packages
- 9. Managing Basic Storages
- 10. Managing Networking
- 11. Analyzing and Storing Logs
- 12. Implementing Advanced Storage Features
- 13. Scheduling Future Tasks
- 14. Accessing Network Attached Storage
- 15. Managing Network Security



- 1. Introduction of Container
- 2. Introduction of Docker
- 3. Managing Docker Container
- 4. Creating Custom Docker Container Image
- 5. Docker Compose
- 6. Docker Continuous Integration (CI)
- 7. Logging and Error Handling
- 8. Logging Driver
- 9. Health Check
- 10. Security
- 11. Storage Driver



Ansible

- 1. Introduction Ansible
- 2. Fundamentals of Ansible
- 3. Installing Ansible
- 4. Ad-hoc Command
- 5. Managing Ansible Configuration Files
- 6. Writing and Running Playbooks
- 7. Managing Variables
- 8. Jinja 2 Template
- 9. Managing Roles
- 10. Managing Secrets
- 11. Conditional and Loop



Kubernetes

- 1. Introduction
- 2. Kubernetes Architecture
- 3. Kubernetes Installation and Configuration
- 4. Kubernetes APIs and Access
- 5. API Objects
- 6. Managing State with Deployments
- 7. Volumes and Data
- 8. Kubernetes Service
- 9. Ingress
- 10. Scheduling
- 11. Helm

OpenStack

- 1. Introduction Cloud Computing
- 2. Introduction OpenStack
- 3. OpenStack Core Service Explanation
- 4. Installing OpenStack
- 5. Launching an Instance Using CLI
- 6. Launching an Instance Using Horizon
- 7. Managing Project, User, Role, Quota
- 8. Managing Block Storage



- 1. Introduction Ceph
- 2. Ceph Core Components Explanation
- 3. Provisioning Ceph Cluster
- 4. Ceph Operational (Object Data Test)
- 5. Ceph Operational (RADOS Block Device)
- 6. Ceph Operational (RBD Snapshots & Clone)
- 7. Ceph Operational (Object Storage)
- 8. Ceph Operational (Ceph Dashboard)



- 1. Introduction Elastic Stack
- 2. Analyzing Log Data
- 3. Building Data Pipelines with Logstash
- 4. Visualizing Data with Kibana



- 1. Introduction GitLab
- 2. GitLab Overview
- 3. GitLab Installation
- 4. GitLab Runner
- 5. Integrate GitLab CI/CD with Heroku
- 6. Integrate GitLab with Docker



- 1. Describe Concept About Monitoring
- 2. Get to Know Prometheus Architecture
- 3. Installing Prometheus
- 4. Visualized Monitoring System
- 5. Manage Alert



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