STANLEY AKPAMA

L +234 704 866 7650 | 📧 hey@stanlee.dev | 🌐 linkedin.com/in/iamstanlee

SUMMARY

Full-Stack Software Engineer with 5 years of experience designing and developing scalable, high-performance mobile and web applications. Proven track record in leading cross-functional teams, delivering business-critical features, and driving user engagement across fast-paced startups and global companies. Strong background in Flutter, React Native, backend systems, and dev tooling.

TECHNICAL SKILLS

Languages: JavaScript/TypeScript, Dart, Swift, Solidity

• Mobile: Flutter, React Native, SwiftUI

• **Frontend:** HTML/CSS, React, Next.js, Ethers.js

• Tooling: Xcode, Android Studio, Git/GitHub, Fastlane, Codemagic, Hardhat, Foundry

• Others: Node.js, Docker, PostgreSQL, GraphQL, Firebase, Ethereum

EXPERIENCE

Mobile Lead

Rank (YC W22) — Feb 2025 – Present

- Led the end-to-end redevelopment of Rank's mobile app, delivering a scalable and maintainable architecture that boosted developer velocity and product stability.
- Created a unified design system, improving UI consistency and reducing implementation time for new features by 30%.
- Developed a dynamic, backend-driven onboarding and KYC flow, increasing verification success rates and accelerating user onboarding.
- Enhanced core savings functionality, leading to a measurable uptick in active usage and retention.
- Increased test coverage to 50%, reducing regression bugs and supporting a faster, more reliable release cycle.
- Improved performance through strategic caching and optimized remote logging/analytics for better user issue tracking.

 Authored technical documentation and onboarding guides, reducing ramp-up time for new developers by 50%.

Software Engineer

FeastPass — Texas, USA (Remote) — Mar 2024 – Feb 2025

- Built and maintained the mobile and web platforms using React Native, React, Next.js, and Node.js.
- Designed scalable backend systems with Express.js and Docker, improving performance and deployment reliability.
- Enhanced UI/UX across platforms, leading to a 70% improvement in user retention.
- Implemented performance monitoring and logging with Sentry & Betterstack, reducing downtime by 99%.
- Collaborated cross-functionally to deliver A/B tests, iterative feature rollouts, and customer-driven enhancements.

Software Engineer (Mobile/Flutter)

Bayzat — Dubai, UAE (Remote) — Aug 2022 - May 2024

- Led the development of a 360-degree performance management system, empowering employee feedback and professional growth.
- Streamlined authentication flows, integrating Magic Link to improve UX and boost lead generation.
- Developed and optimized features including Payroll, Loans, Surveys, and Third-party integrations.
- Migrated legacy code to modern standards and null-safety, improving maintainability and app performance.
- Partnered with support teams to troubleshoot user issues, and implemented comprehensive testing and documentation practices.

Mobile Lead

OurPass (Techstars '21) — *Apr 2022 - Nov 2022*

- Delivered the first version of the OurPass Business App, enabling over 10,000 businesses to process online and offline payments.
- Developed EMV card payment processing and value-added services for the Point-of-Sale system.
- Led implementation of QR payments, improved onboarding, and verification workflows.
- Established scalable architecture and automated tests, cutting churn and improving code quality.
- Managed CI/CD setup and deployment workflows for mobile builds.

EDUCATION

University of Benin, Nigeria

Bachelor of Engineering – Computer Engineering — $Jan\ 2018$ – $Dec\ 2022$

Relevant Coursework: Software Engineering, Data Structures & Algorithms, Networks, Object-Oriented Programming, Digital Image Processing, Computer Architecture.

PROJECTS & OTHER ACTIVITIES

- **Side Projects & Writings:** See <u>stanlee.dev</u> for selected side projects and technical writings.
- **Community Involvement:** Volunteer mentor, Google Africa Developer Scholarship guided mobile/web learners through their technical journeys.
- Interests: Music, Gaming