STANLEY AKPAMA

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I'm a software engineer proficient in mobile, frontend and blockchain development. I have 4 years professional expertise in Software Development, with a solid background in computer engineering and a diverse industry experience.

SKILLS

Programming languages: Dart, Swift, Javascript/Typescript, Solidity.
Mobile: Flutter, React native, Swift UI.
Frontend: Html/css, React, Nextjs, Tailwind, Ethers.js.
Tooling: Xcode, Android studio, Git, Github action, Bitrise, Codemagic, Hardhat.
Others: REST API, Graphql, Firebase, Ethereum.

PROFESSIONAL EXPERIENCE

Bayzat - Dubai, United Arab Emirates
August 2022 - present
Software Engineer

- Developed and iterated on bayzat's mobile app features, including payroll, work expense, loan request, company survey, employee engagement and third-party service integrations, resulting in increased customer satisfaction.
- Collaborated effectively with team members to implement a scalable architecture, best practices and 100% migration of legacy code to null-safety. Resulting in improved performance, faster load time and enhanced developer experience.
- Proactively resolved user-facing issues in close collaboration with the customer success team, ensuring a seamless experience for customers.
- Implemented comprehensive test suites to ensure the accuracy, validity, and performance of work delivered.
- Authored clear and concise documentations to facilitate knowledge sharing among fellow engineers, enabling more efficient development processes.

OurPass(techstars '21) - Lagos, Nigeria
April 2022 - November 2022
Lead Mobile Engineer

- Led development of OurPass business application enabling 5000+ businesses to receive online and offline payments.
- Collaborated with cross-functional team members in the development and implementation of EMV(Europay, Mastercard, and Visa standard) card payment processing and additional value-added services for OurPass point-of-sale application.
- Worked closely with product owners to identify, plan, and deliver new features, such as QR payments, point-of-sale integration, and improved onboarding and verification process.

- Implemented a scalable architecture and added automated tests to improve code quality, resulting in a reduction in bug reports and customer turnover (churn rate).
- Set up and managed CI/CD pipeline and deployments.

Kivifood - Lagos, Nigeria
April 2021 - March 2022
Cofounder/Software Engineer
- Managed a team of 4 people and led the development of a food delivery product for merchants and customers.
- Developed a simple alerting system integrated with Slack which allowed us to distribute incident information to both customers and the operations team, increasing the efficiency of our day-to-day operations.
- Implemented an image optimization pipeline that resizes, compresses, and caching images via CDN. Which increased app performance by 67%.
- Set up and managed CI/CD pipeline and deployments.

Gofast International ltd - Lagos, Nigeria
January 2020 - October 2020
Software Developer
- Rebuilt the Gofast mobile payment app, Implementing a new design, payment flow and new architecture.
- Developed an internal admin panel for tracking app metrics and KPIs such as Acquisition, Engagement, Payments & Transactions.
- Engineered a minimal support ticketing and dispute resolution system.

EDUCATION

University of Benin, Nigeria
Bachelor of Computer Engineering
- Relevant coursework: Introduction to Computing, Data Structures and Algorithms, Object Oriented Programming, Telecommunication Principles, Digital Image Processing, Computer Architecture and Organisation.

SELECTED PROJECTS & OTHERS

Selected Projects: Some side projects can be found here.

Volunteering: I offered my time and expertise as a mentor for the Google Africa Developer Scholarship program, supporting participants in the mobile/web learning track through guidance and assistance. This was a volunteer role that allowed me to give back to the developer community.

Hobbies: Music, Gaming