

GEOFFREY ERASTUS WAMBAYA

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WORK EXPERIENCE

Stanbest Group EA Limited

May 2024 - Present

Lead Android Engineer

- Stanbest Group Limited specialises in eTIMS integration solutions for OSCU, VSCU, and API, helping businesses simplify tax compliance with innovative and efficient services.
- I was able to build the iSale sales management Point of sale that has allowed about 8% of kenyan businesses to manage their sales in compliance with kenya revenue authority.
- I fixed some printing issues and the reports generation and printing with all the POS devices that had affected about 65% of our clients, updated the POS firmware and rolled out updates countywide to all our clients.
- Isale had an issue with loading sales for clients and I fixed it by adding pagination which helps optimise loading of sales even for companies making alot of sales, this sorted 100% of our clients in OSCU.
- The app had not been configured to allow clients to change their pin so I fixed this and it resolved the problem for 100% of our clients using the PDQ device.
- I also help in revamping the [StanbestGroup](#) website for a better look and feel than the existing one.
- I provided support in the designs of [Business Cards](#) and [Posters](#) to be used by the marketing team.

Suluhu Fintech

May 2024 - Present

Android Engineer

- We provide Micro, small and medium enterprises (MSMEs) with an innovative and cutting-edge Lending-As-A-Service infrastructure to enable them to seamlessly offer targeted embedded finance options.
- I was tasked to build an android mobile app for a sacco Tovu Sacco that was working on a goal based savings plan.
- I was responsible for coming up with a user-friendly and appealing user interface while integrating the app with other services like [SasaPay](#) which is used by about 83% of Kenyans and integrating with other backend APIs including [MPESA](#).

Kenya Trade Network Agency

May 2023 - August 2023

Intern

- I was able to join IT and provide ideas such as migration to kotlin.
- I was tasked with the revamping of the [Ylearn App](#) and moving it from Java to Kotlin and the revamping of the UI. The app is still new and has about 3% of the student population using it.
- I was also responsible for integrating the app with Artificial intelligence tools like [Open AI](#).
- I also helped in coming up with new UI/UX figma designs for other systems [Figma Design](#)

EDUCATION

Meru University of Science and Technology

November 2020 - October 2024

- Attained a **Bachelor's Degree in Computer Science**
- I was a [Google Developer Students Club Android Lead](#) from June 2022 - March 2024. I helped about 50 students earn and improve knowledge and coding skills in android mobile app development. I earned the [Google Appreciation](#).
- I was [Google Developer Student Club Co-Lead](#) from June 2023 - March 2024. I was responsible for planning and coordination of the club's events which was beneficial to about 200 students who participated.
- I was the chairman of the innovations centre at meru University and helped in the coordination of the Clubs programs managing various fields(Android, Cyber Security, Robotics, Graphics Design, Web development and Machine Learning.

- I was a lead representative for [Indie Games](#) and helped in coordination and training of students in the gaming program.
- I participated in the google solutions challenge and earned [Google Solutions Challenge](#) for competing successfully.

Modcom Institute of technology

January 2020 - July 2020

- Attained a certificate in [Mobile Software Development](#)

PROJECTS

- [AFYA MKONONI](#) - Developed Afya Mkononi, a mobile health app with features like secure Firebase-based authentication, appointment booking, and real-time chat with healthcare providers, enhanced by OpenAI for intelligent user interactions; utilised Kotlin, XML, Retrofit, and machine learning for a comprehensive, user-friendly experience.
- [NeatFlix](#) - We did a Team Project to build An android app built using [Jetpack Compose](#) that consumes [TMDB API](#) to display the current trending, upcoming, top rated, and popular movies and tv-shows. It also suggests films based on your watch list.
- [QuickMart Own Design](#) - I did an XML ecommerce project based mobile application that can be used by users for shopping and also include the point of sale technology.
- [CRUD APP](#) - Developed a mobile application for managing personal information, featuring account creation, profile management, and data display with seamless integration to a Python Flask and PostgreSQL backend for efficient CRUD operations via a RESTful API.
- [Shop On](#) - I cloned this application and decided to improve it on some UI concepts and support for the Kenyan market [LinkedIn](#). It is intended to solve these problems by using the Augmented Reality (AR) Technology, through which we'll target on providing customers with virtual representation analysing the product's size, fitment, colour theme sync, etc. With the feature of trying out their products virtually through their mobile phones, the gap between the customer and the product will be minimised.

SKILLS

- **Programming** | Kotlin • Python • Flutter • JavaScript(React js/native/Nodejs/Typescript)
- **Databases** | Firebase • MySQL • Room • SQLite • PostGrace
- **Frameworks** | JSON • Jetpack compose(KMM) • Dependency Injection • Clean Architecture • MVVM • Rest API
- **UI/UX Design** | Figma • Adobe Photoshop • Adobe Illustrator
- **Other skills** | Git • Android SDK •Github