

John Kabiu Mwaura

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Professional Summary

I am a Fullstack Engineer (specializing in Mobile and Web Development) with over **8 years of hands-on experience** building scalable, lightweight, and performance-driven mobile and web applications. I specialize in **Native Android (Java/Kotlin), Flutter and modern web technologies (React & Vue)**, with solid backend experience using **Node.js, Phalcon PHP, and GoLang**. I have led and delivered complex products across fintech, gaming, transport, media, and enterprise systems, with a strong focus on UI/UX excellence, performance optimization, and secure API integrations. I am deeply interested in **AI-driven agentic systems** and continuously explore emerging technologies to improve automation, workflows, and product intelligence.

Core Skills & Expertise

I specialize in **cross-platform and native mobile development**, building production-ready applications using **Flutter** and **Native Android (Java/Kotlin)** while maintaining high performance, low memory usage, and smooth UI interactions. I design intuitive and responsive interfaces optimized for real-world constraints such as low bandwidth, older devices, and high-frequency user interactions, ensuring consistent experiences across Android, iOS, and web platforms.

I have strong expertise in **state management, backend integration, and distributed systems**, working extensively with REST APIs, payment gateways, Google APIs (Maps, Auth), and real-time data pipelines using **RabbitMQ and Apache Kafka**. I design secure data flows using custom encryption techniques, integrate third-party SDKs including biometric fingerprint systems (Secugen), and build reusable internal libraries to accelerate development. I am experienced in app deployment and compliance for the **Google Play Store and Apple App Store**.

Professional Experience

Senior Frontend Engineer | Mobile & Web

Liden Company Limited – Nairobi

April 2022 – Present

I currently serve as the lead frontend and mobile and web engineer across multiple high-traffic consumer and enterprise platforms. I led development for **SokoPro**, a real-time sports news and subscription platform featuring affiliate marketing, live score updates, and optimized API usage. I built **ticket verification applications** (Tiko254 and Zuizi) using QR code scanning and fast validation workflows for live events.

I developed **Bids Moto**, a real-time product bidding and gaming platform requiring high-frequency UI updates and efficient API polling, and led frontend development for **SaloPlus**, including dashboard design, backend debugging support, and data consistency improvements. I also built **MossBets App**, a mobile gaming application with complex state management and aggressive API optimization, achieving better performance than its web counterpart.

In addition, I contributed to several gaming platforms including **Wazibet** and **Sportika**, developed internal business dashboards, engineered a **fast USSD navigation system** for the PickABox no-loss betting platform, and enhanced the **Micro Finance CIC** mobile application UI/UX to support micro-investors making small, incremental investments with ease.

Mobile Developer

SMEs Tech Innovation (formerly Legitimate Technology) – Nairobi

April 2021 – March 2022

I played a key role in building **Edu-Pesa**, a school pocket-money platform featuring secure payment processing and **biometric fingerprint-based withdrawal terminals**. I developed **Sqwodi**, a geo-location service integrating mobile payments and Google Maps APIs to deliver reliable, location-aware functionality, and contributed to **Daride**, a transport solution utilizing real-time location tracking and distributed messaging systems, where I integrated **Apache Kafka and RabbitMQ** to support event streaming, service coordination, and scalable data workflows.

Mobile Developer

Legitimate Technology – Nairobi

April 2020 – March 2021

I built a **wholesale e-commerce platform** supporting group purchasing and distribution workflows, developed **Abudu Church App**, a church management system supporting donations, scheduling, and service bookings, and created **PayBill Manager**, a financial tool consolidating multiple paybill revenue streams to simplify accounting for small businesses.

Mobile Game Developer (Independent)

2013 – Present

I have independently published multiple Android and iOS games using **Unity 3D, Construct 2/3, GameSalad, and Cocos2DX**. Beyond games, I developed **betting advisory and sports tipster applications**, business management systems, and industry-specific solutions including **Unimeat**, a meat market POS system, and a **veterinary clinic ERP platform**. I have also designed and deployed landing pages and promotional websites for various businesses.

Education

Bachelor of Science in Information Technology

Jomo Kenyatta University of Agriculture and Technology (JKUAT)

2016 – 2019

Diploma in Information Technology

Zetech College (JKUAT Program)

2014 – 2015

Technical Proficiencies

I work with **Dart (Flutter)**, **Java/Kotlin (Android)**, **JavaScript (Node.js, Vue.js, React.js)**, **PHP (Phalcon)**, nearly daily.

References

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