Eden Gilbert Kiseka

Software Engineer

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SUMMARY

Software Engineer with a strong foundation in mobile development (Android/iOS) and backend infrastructure. Unique combination of design and development expertise capable of designing intuitive user experiences in Figma and implementing them pixel perfectly in code. Proven track record in leading technical initiatives, architecting backend systems, and instructing next generation engineers. Strong foundation in Material Design 3, iOS Human Interface Guidelines, MVVM architecture, and modern mobile development practices. Early adopter of emerging frameworks including Lynx (ByteDance's cross-platform solution).

EXPERIENCE

Backend Engineer

Googah Goats Limited

Oct 2025 – Present
Kampala, Uganda

- Architect backend infrastructure using Google AppScript and JavaScript for startup operations.
- Design data workflows and automation systems connecting spreadsheet-based backend to frontend applications.
- Build custom APIs and integration scripts, demonstrating full-stack development capabilities.

Technical Instructor

Neriko Electronics

Oct 2024 – Sep 2025
Kampala, Uganda

- Taught embedded systems programming using C/C++ and Arduino to students.
- Developed curriculum and hands-on labs, demonstrating strong technical communication skills.
- Instructed students in development tools: PlatformIO, TinkerCAD, Fritzing, Proteus, Eclipse, and NetBeans.

TECHNICAL SKILLS

Android Development Kotlin, Java, Jetpack Compose, XML

iOS Development Swift, SwiftUI, UIKit

UI Frameworks Material Design 3, iOS Human Interface Guidelines

Architecture MVVM, Clean Architecture, Repository Pattern, MVC

Android Jetpack Navigation, Room, ViewModel, LiveData, WorkManager, DataStore

Cross-Platform Lynx (ByteDance), KMP

Async Coroutines, Flow, RxJava, Combine

Dependency Injection Hilt, Dagger, Koin

Networking Retrofit, OkHttp, REST APIs, Alamofire

Backend Services Firebase, Supabase

Web Development JavaScript, TypeScript, Svelte, Angular

UI/UX Design Figma, User Research, Wireframing, Prototyping

Other Languages Python, C, C++, Go, Rust

Native IDEs Android Studio, Xcode

Legacy IDEs Eclipse IDE, NetBeans IDE

Development Tools IntelliJ IDEA, VS Code

Version Control Git, GitHub, GitLab

CI/CD GitHub Actions, Fastlane

Languages English, Luganda, French

EDUCATION

Associate Degree in Electrical Engineering & Computer Science

University of the People

2025 – 2027
United States

Diploma in Electronics and Electrical Engineering

Uganda Institute of ICT

2025 – 2027
Uganda