

Eden Gilbert Kiseka

Native Android & iOS Developer

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 Kampala, Uganda

SUMMARY

Native Mobile Developer with 3 years of professional experience building production applications for both Android (Kotlin/Java) and iOS (Swift) platforms. 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 delivering native apps serving 500+ active users. 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

Lead Android & iOS Developer

Carthigan Inc.

Nov 2025 – Present
Kampala, Uganda

- Designed and developed **Gandalingo**, a native Android app serving 500+ users (4.8/5.0 rating) using Kotlin and Jetpack Compose.
- Conducted user research with 30+ learners, created wireframes and high-fidelity prototypes in Figma.
- Implemented complete Android app using Kotlin, Java, and Jetpack Compose with MVVM architecture and Clean Architecture principles.
- Built offline-first system using Room database with Firebase real-time synchronization.
- Designed custom Material Design 3 component library with 40+ reusable components.
- Implemented accessibility features: screen reader support, dynamic text sizing, high contrast mode (WCAG 2.1 AA).
- Used Kotlin Coroutines and Flow for async operations, Hilt for dependency injection.
- Experimented with Lynx framework for cross-platform features within native ecosystem.

Lead 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.

Native Mobile Developer

Freelance

2023 – 2024
Remote

- Delivered 3 production Android apps using Kotlin/Java and Jetpack Compose for startups in fintech, e-commerce, and hospitality sectors.
- Developed native iOS applications using Swift and SwiftUI, ensuring platform-specific UX patterns.
- Designed complete user experiences in Figma from wireframes through interactive prototypes.
- Implemented native Android apps using Kotlin, Java, Jetpack Compose, and XML layouts.
- Integrated Firebase (Auth, Firestore, Storage) and Supabase backends with real-time sync.

- Built cross-platform prototypes using React Native and explored Lynx (ByteDance framework) for native performance.
- Maintained codebases following SOLID principles with comprehensive unit and UI testing.

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.

Android Developer & UI Designer

CoinPay

Aug 2023 – Dec 2023
Costa Rica (Remote)

- Designed and implemented UI for fintech payment platform using Figma and Android native components.
- Developed secure payment workflows in React Native, Kotlin, and Java.
- Reduced checkout friction through iterative user testing and design improvements.

Data Analyst

Hammer Uganda Limited

2024 – Dec 2024
Kampala, Uganda

- Analyzed RF signals for telecom network expansion (Huawei and Lyca Mobile contracts).
- Developed Python scripts for data processing and visualization.

FEATURED PROJECTS

Gandalingo - Language Learning App

Kotlin, Java, Jetpack Compose, Firebase, Room, Hilt

Production
500+ Users

- Native Android app with MVVM architecture, offline-first design, Material Design 3 UI.
- Custom design system with dynamic theming (light/dark mode), motion design at 60fps.
- Implemented spaced repetition algorithm, audio pronunciation guides, progress tracking.
- CI/CD pipeline with GitHub Actions for automated testing and Play Store deployment.

Pizza Vesuvio - Restaurant Platform

Kotlin, Swift, Java, JavaScript, PostgreSQL, REST API

Client Work
Multi-Platform

- Cross-platform restaurant ordering system: Native Android (Kotlin/Java), native iOS (Swift), Web (JavaScript).
- Designed unified brand experience while respecting platform-specific design languages (Material Design 3 vs iOS HIG).
- Built RESTful backend API with PostgreSQL, deployed on Ubuntu VPS with 99.9% uptime.

TECHNICAL SKILLS

Android Development	Kotlin, Java, Jetpack Compose, XML	Backend Services	Firebase, Supabase
iOS Development	Swift, SwiftUI, UIKit	Web Development	JavaScript, TypeScript, Svelte, Angular
UI Frameworks	Material Design 3, iOS Human Interface Guidelines	UI/UX Design	Figma, User Research, Wireframing, Prototyping
Architecture	MVVM, Clean Architecture, Repository Pattern, MVC	Other Languages	Python, C, C++, Go, Rust
Android Jetpack	Navigation, Room, ViewModel, LiveData, WorkManager, DataStore	Native IDEs	Android Studio, Xcode
Cross-Platform	React Native, Lynx (ByteDance), KMP	Legacy IDEs	Eclipse IDE, NetBeans IDE
Async	Coroutines, Flow, RxJava, Combine	Development Tools	IntelliJ IDEA, VS Code
Dependency Injection	Hilt, Dagger, Koin	Version Control	Git, GitHub, GitLab
Networking	Retrofit, OkHttp, REST APIs, Alamofire	CI/CD	GitHub Actions, Fastlane
		Languages	English, Luganda, French

EDUCATION

Associate Degree in Electrical Engineering & Computer Science

University of the People

2024 – 2027
United States

Diploma in Electronics and Electrical Engineering

Uganda Institute of ICT

2024 – 2027
Uganda