

BRIAN WAMWEA

Software Engineer | Mobile, Web & Cross-Platform Development

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PROFESSIONAL SUMMARY

Proven Mobile Engineer with 5+ years of experience architecting and scaling production applications across fintech, IoT, and consumer domains for international remote teams (UK, US, EU). Demonstrated track record of owning end-to-end mobile systems supporting real-world financial transactions and managing 500+ connected IoT devices. Strong expertise in Flutter with hands-on experience in native iOS development (SwiftUI/Swift).

WORK EXPERIENCE

Mobile Engineer – 4RDigital

Greater London, UK · Remote · Contract · Mar 2023 – Mar 2026

- Sole mobile engineer responsible for architecting and scaling multiple production Flutter applications end-to-end.
- Led development of fintech and IoT platforms supporting real-world credit and asset financing systems.
- Built and deployed a retail credit platform (pilot) onboarding 50+ shops, enabling access to FMCG financing and driving consistent monthly transaction volume (~\$2K+).
- Engineered a mobile platform managing 500+ IoT water pumps, enabling remote control, payment tracking, and loan repayment—supporting scalable asset financing in rural environments.
- Built an Angular web app for women's empowerment data collection, supporting a Bill & Melinda Gates Foundation grant.

Mobile Developer – Holstee

New York City, USA · Remote · Contract · May 2022 – May 2023

- Contributed to scaling Reflection.app, a journaling platform with 100,000+ users globally.
- Designed and implemented a personalized, context-aware notification system to drive user engagement and improve retention.
- Built high-performance list rendering systems ensuring smooth UX across content-heavy views at scale.
- Developed advanced rich-text editing features supporting formatted content and inline media.
- Implemented secure authentication systems including biometric access and encryption-backed storage.

Mobile Engineer – Splitter.ai

Sweden · Remote · Contract · Nov 2021 – May 2022

- Sole mobile engineer who built the mobile app from scratch, adding iOS and Android platforms to an existing web-based AI tool.
- Built a Node.js + Playwright scraper that downloaded and categorized sound effect files into PostgreSQL with batch tracking.
- Delivered apps reaching 1,000+ users with full App Store and Play Store deployment.
- Owned end-to-end lifecycle from architecture through production release.

Flutter Developer – Hakuna Group BV

Arnhem, Netherlands · Remote · Contract · May 2021 – Dec 2021

- Built and maintained mobile applications with pixel-perfect UI and strong performance standards.
- Optimized application performance and contributed to debugging and code reviews.
- Delivered features within Agile teams, ensuring consistent and timely releases.

Flutter Intern – MindSpark International

Aug 2020 – Dec 2020

- Contributed to an edtech platform serving students and graduates.
- Collaborated with distributed teams across multiple time zones in a remote-first environment.

TECHNICAL SKILLS

Mobile: Flutter (primary), iOS (SwiftUI/Swift), Android (Room, Retrofit)

State Management: Riverpod, Bloc, Provider

Testing: Unit, Widget & Integration Testing

Backend: Node.js, PostgreSQL, Firebase, Playwright

Architecture: MVVM, Clean Architecture

CI/CD & Tools: Fastlane, GitHub Actions, Azure Pipelines, Git

AI & Dev Tools: Codex, Windsurf (AI-assisted development with rigorous code review), OpenCode, local LLMs