

Kelvin Kosgei

Flutter Engineer

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With a career spanning over 5 years in mobile app development, I have successfully built and deployed applications for the Apple App Store and Google Play Store. My expertise extends across the spectrum, from launching apps from the ground up to seamlessly integrating into ongoing projects. I bring a discerning eye for design to the table, ensuring that the apps I develop are not only functional but also visually appealing. I thrive under minimal supervision, demonstrating a strong sense of independence, while also being a collaborative team player. My track record includes developing and deploying mobile applications that have garnered over 100k downloads and cultivated daily users exceeding 1k users. In this ever-evolving landscape, I am deeply passionate about pushing the boundaries of mobile app potential, driven by a commitment to excellence and a flair for innovative design.

WORK EXPERIENCE

Senior Software Engineer(Flutter)

December 2022 – Present

Stock&Buy - Oslo, Norway

- Led the end-to-end development of iOS and Android applications using the Flutter framework, delivering a seamless cross-platform user experience.
- Successfully published the app on both the Apple App Store and Google Play Store, reaching a diverse user base.
- Implemented Firebase app distribution for Android and iOS internal testing, streamlining the testing and feedback collection process.
- Integrated RESTful APIs and web services to the mobile app.
- Thoroughly documented various development processes, ensuring knowledge sharing and smooth onboarding for new team members.
- Leveraged Firebase Remote Config to dynamically adjust app behaviour, enhancing user engagement and customization.
- Established a robust CI/CD pipeline on Azure DevOps, automating testing, internal build releases, and production deployments.
- Orchestrated Git project setup on Azure DevOps, enforcing branch merging rules and restrictions to maintain code quality and stability.

Mid-level Mobile Engineer(Flutter & Android)

October 2020 – November 2022

Sendy Ltd - Nairobi, Kenya

- Developed a robust CI/CD pipeline using GitLab CI to automate the seamless release of applications to both the Google Play Store and Apple App Store. This streamlined deployment process ensured the efficient delivery of new features and updates to end users.
- Advocated for enhanced tracking mechanisms and drove the initiative to elevate unit test coverage, instilling a higher level of confidence in deployment procedures and minimizing errors in production environments.
- Spearheaded a remarkable transition, elevating test coverage from 0% to 70%. This achievement significantly facilitated the execution of regression tests, ensuring the preservation of existing features and preventing regressions when introducing new ones.
- Implemented diverse observability and error reporting tools like Data Dog and Firebase Crashlytics. These proactive measures led to swift bug identification, enabling prompt rectification and enhancing overall app stability.
- Collaborated closely with UI/UX designers to assess the viability of user experience designs. This collaboration ensured that the proposed designs aligned with technical feasibility, contributing to the creation of seamless and user-friendly interfaces.

- Engaged in comprehensive code reviews to enforce stringent quality control standards, ensuring that only meticulously crafted code was promoted to production environments. This process upheld the integrity of the codebase and minimized potential issues.
- Worked collaboratively with the Quality Assurance team to guarantee the implementation of features and bug fixes in alignment with intended functionality. This collaboration played a pivotal role in delivering bug-free experiences to end-users.
- Undertook the substantial task of refactoring an existing Flutter app to adhere to the Bloc architecture. This strategic transformation improved the app's testability and optimized resource utilization. It notably increased test coverage and decreased unnecessary Firebase Firestore reads by over 30%, resulting in a substantial reduction in Firebase costs.

Software Engineer

July 2019 – October 2020

Innovex Solutions - Nairobi, Kenya

- Introduced and championed the adoption of Flutter within the company, leveraging its capabilities to enhance development efficiency and create engaging cross-platform applications.
- Developed a RESTful API using Spring Boot and Spring Boot Starter Web, facilitating seamless communication between web and mobile clients.
- Integrated Spring Boot Data JPA to establish connectivity between our Spring Boot application and Amazon RDS for PostgreSQL, ensuring efficient data access and management.
- Designed and constructed native Android applications using Java and Kotlin. These applications served as a crucial link between customers and approved service providers. Employed the MVVM architecture to enhance the testability and scalability of the applications.
- Crafted customer-facing web applications and dashboards tailored for internal management needs, contributing to streamlined processes and effective decision-making.
- Utilized Flutter to build a real-time cross-platform (iOS & Android) mobile application. This app enabled customers to bid on and purchase salvage vehicles from insurance companies, providing a seamless and interactive experience.
- Built Restful API services using Django and the Django REST framework.
- Seamlessly integrated back-end services with diverse databases, including PostgreSQL and MySQL. This integration ensured data consistency and reliable storage for various application functionalities.

EDUCATION

Jomo Kenyatta University of Agriculture and Technology, Nairobi, Kenya

Bachelor of Science— Information Technology, 2018

SKILLS & OTHER

Engineering: Dart, Flutter(Android, iOS), Bloc, Unit Testing, Widget Testing, CI/CD, Firebase App Distribution, Azure DevOps, GitLab CI/CD, SQLite