

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