

CHRISTOPHER OKEKE

Senior Android Engineer

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Available immediately · Open to fully remote roles or relocation with sponsorship (UK, EU, Canada, US)

PROFESSIONAL SUMMARY

Senior Android engineer with five years in Kotlin and Jetpack Compose, now working with Kotlin and Compose Multiplatform. For the past 20 months I have built remotely from Lagos for Gopaddi, a Dallas-based travel platform, where I am the largest contributor by commit count across 30 modules: I built the seven-vertical marketplace that replaced the legacy product, shipped a virtual card and wallet feature effectively solo, and own both the shared design system and the CI quality gate the whole team merges through. Before that, five years as an independent developer shipping four of my own apps to the Play Store, including Gollie Chatbot (3,030 installs, 4.2 stars from 119 reviews) and NexxEd (700 signups in 24 hours). Drawn to fintech, AI product teams, and scale-ups that take their mobile app seriously.

TECHNICAL EXPERTISE

Languages & Platforms: Kotlin, Java, Dart, SQL, Kotlin Multiplatform, Compose Multiplatform, Flutter

Android: Jetpack Compose, Coroutines & Flow, Room, WorkManager, Retrofit, Hilt, Koin, MVVM, MVI, Clean Architecture, Repository Pattern, Material 3

Backend, Integrations & Monetisation: Firebase (Auth, Firestore, Realtime Database), REST APIs, OpenAI and Gemini APIs, Stellar Blockchain SDK, Paystack, Google Play Billing, Google AdMob (rewarded and banner ads)

Testing, Delivery & Performance: JUnit, MockK, Espresso, UI testing, TDD, code review, detekt, CI/CD (Azure DevOps), Play Console (APK/AAB optimisation, staged rollouts), R8 / ProGuard, offline-first architecture, data-efficient image pipelines

PROFESSIONAL EXPERIENCE

Senior Android Developer (Contract) | Gopaddi, Dallas, Texas

February 2025 to Present · Remote from Lagos, Nigeria · Travel booking platform · 30 modules · 1,558 commits and 257 merged PRs over 20 months

- **Built the travel marketplace that replaced the legacy product.** Seven verticals (flights, hotels, restaurants, nightlife, vacation packages, vacation rentals, things to do) across roughly 37 screens, then retired the module it replaced by deleting 292 files and 60,502 lines.
- **Shipped the virtual card and wallet feature effectively solo** (94% of the module): card issuance, PIN-protected freeze and unfreeze, KYC checklist with address search, multi-account balances, beneficiaries, bank lookup, withdrawals, referral earnings and statements.
- **Own the shared design system**, around 28 components every feature team builds on: the full text field family (phone, currency, dropdown, password, OTP, PIN), buttons, selection controls, segmented tab bar, app bar, shadow and shape tokens.
- **Built the diff-based detekt gate the whole team now merges through.** Runs only on the lines a PR touches, posts inline Azure DevOps comments and fails the build on findings.
- **Integrated the Kotlin Multiplatform shared library into Android**, writing the state managers and mappers on top of the shared Hotel, Flight, Restaurant, Nightlife and Vacation managers.
- **Delivered real-money flows end to end:** restaurant live ordering with live status polling, dine-in and pre-order, tips, digital payment, receipts and PDF export; event settlements with paginated history, analytics, CSV export and payout requests.
- **Localised the app to six languages including RTL Arabic** (43,454 strings). Fixed the locale-unsafe date formatting bug class outright, then wrote a custom detekt rule so CI catches the next one.
- **Cut APK and AAB download size by 40%** by auditing resources, deleting what nothing referenced and swapping heavy assets. Install completion on 2G and 3G rose with it.

- Own the AI chat and call module end to end, migrated legacy XML Fragments to Compose across settings, account, OTP and verification, and covered as Android tech lead during the architect's absence to ship an urgent feature for the release candidate.

Stack: Kotlin · Jetpack Compose · Kotlin Multiplatform · MVI (Contract/State/Action) · Coroutines & Flow · Hilt · Retrofit · Room · Material 3 · detekt · Azure DevOps CI

Independent Mobile Developer & Founder | Self-employed

January 2020 to February 2025

Built and shipped four of my own mobile apps, two native Android in Kotlin and two in Flutter, from first line of code to Play Store listing.

Gollie Chatbot · *AI Assistant* · *Google Play (live)* · 2023

Technologies: Kotlin, Compose Multiplatform, OpenAI API, Firebase Auth & Firestore, Paystack, Google AdMob, Retrofit, MVVM

- Developed and published an AI chatbot on OpenAI's GPT models, reaching 3,030 installs and a 4.2-star rating from 119 reviews.
- Built a two-currency system (GEMs and Diamonds) funded by Paystack purchases and AdMob rewarded video ads, which covered the OpenAI bill, plus user-configurable token settings letting users control API cost per conversation.
- **Later rebuilt the app with Compose Multiplatform**, moving a live, monetised product onto a shared UI layer rather than starting a greenfield project on it.

NexxEd · *Social app for Nigerian students* · *Founded 2023* · *Launched 2026*

Technologies: Flutter, Dart, Firebase, REST APIs, real-time messaging

- Built and launched a social app for Nigerian students as solo founder, reaching 700 signups in the first 24 hours and 1,600 in the first two months.
- Chose Flutter so one codebase would run on Android and iOS, my first production Flutter app after five years in native Android. Did everything the product needed: feature design, backend, auth, real-time feeds, post-launch analytics and support.

Chit Network · *Blockchain-enabled social platform* · 2022

Technologies: Kotlin, Stellar Blockchain SDK, Firebase Realtime Database, Retrofit, Glide

- Implemented a Stellar blockchain wallet generation system, creating unique cryptographic wallets for each user on account creation.
- Architected a hybrid system: Firebase Realtime Database for the social graph, messaging and feeds, Stellar SDK for the wallet layer. Optimised image loading with Glide, cutting data consumption by 45% and making the app usable on 3G.

Earlier apps: **Firesyde Invoicing** (2025, Flutter) invoicing with a Firestore schema where invoice status derived itself from payment records. **Lecture Time** (2024, WorkManager) offline reminders surviving app close and device restart. **Jotpad** (2023) Room offline-first with Firestore sync. **Na-my-work** (2023) team lead on a KodeCamp Room and MVVM project. **World Weather** (2021, Java) first production app, 50,000+ locations.

WRITING, OPEN SOURCE & COMMUNITY

- **Medium** (medium.com/@christophybarth) on Compose internals: recomposition, LaunchedEffect versus DisposableEffect, state hoisting, Material 3 theming, plus founder writing on NexxEd.
- **GitHub** (github.com/ChristophyBarth) Kotlin Multiplatform showcase repository in progress. **Stack Overflow** 500+ reputation on Android and Kotlin.
- **KodeCamp 3.0** Team Lead on the intermediate cohort, coordinating a small team to ship a Room and MVVM training project.

EDUCATION & CERTIFICATIONS

National Diploma in Computer Science · Heritage Polytechnic, Ikot Udo, Akwa Ibom State, Nigeria
CGPA 3.5/4.0 (Distinction) · Graduated 2025 · Studied part-time while building my own Android apps.

Certifications: Advanced Android Bootcamp (Udemy, 2023) · KodeCamp 3.0 Intermediate, Android (2023) · KodeHauz Beginner, Android (2020) · Java for Beginners (Udemy, 2020)