

ABE TOLUWANI

Software Engineer | Mobile

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PROFESSIONAL SUMMARY

Software engineer with 4+ years building mobile and software systems from 0- 1 across fintech, logistics, e-commerce, SaaS, and AI platforms. Led development of payroll and earned wage access infrastructure serving 10,000+ employees, delivered diaspora e-commerce from zero to 3,000 active users, and shipped cross-platform Flutter applications end-to-end. Experienced in payment integrations across Stripe, Paystack, and Flutterwave, scalable multi-tenant architecture, and CI/CD pipeline management across distributed remote teams.

PROFESSIONAL EXPERIENCE

Lead Mobile Engineer | Mactay | Remote | UTC +3

Apr 2025 - Feb 2026

- Secured financial services for 10,000+ employees and protected over ₦160M in salary disbursements by leading the end-to-end mobile architecture of the Flexr fintech platform.
- Built Flexr's core transaction flows salary advance requests, loan applications, wallet balance sync, and bill payments giving employees a single app to manage earned wages instead of routing requests through HR or finance manually.
- Implemented offline handling and retry logic for transaction and balance sync, keeping the app usable and accurate on unstable connections, which cut down on employees hitting support over "money not showing up"
- Collaborated with multiple teams of developers and designers to build maintainable software solutions using agile software development methodology and Improved transaction reliability and reduced payment failures through debugging, E2E testing, and performance optimization
- Integrated application monitoring and error-tracking tools like Sentry for Error Tracking and Performance Monitoring

Mobile Engineer II | Rope Africa by Mactay | Remote | UTC -4

Apr 2024 - Apr 2025

- Developed and Designed NFC read/write with BLE fallback for Rope's digital business card, making tap-to-share work reliably on low-end Android NFC chipsets and clearing the device-compatibility bar that got Ecobank and Mactay onboarded as enterprise customers.
- Collaborated with multiple teams of developers and designers to build maintainable software solutions using agile software development methodology
- Built the profile/contact-sync system behind Rope's card so a user's info updates in real time across every card and QR code tied to their profile, without requiring reissued cards when details change

Mobile Engineer | Greep Technology Ltd | Hybrid | UTC -4

Sep 2024 - Feb 2025

- Scaled a diaspora e-commerce app from scratch to 3,000+ active users and \$10k monthly volume
- Eliminated checkout drop-offs during high-traffic events by a zero-jank payment funnel that offloaded heavy catalog parsing to background Dart Isolates and leveraged reactive GetX workers maintaining 60/120 FPS rendering to maximize transaction conversion rates.
- Boosted order fulfillment efficiency and reduced driver app crashes by 20% by using DevTools to eliminate memory leaks
- Integrated third-party services such as Firebase to enhance app functionalities with real-time communication and backend support.
- Integrated analytical and error tracking tools like Sentry and Google Analytics into the mobile applications to enhance debugging, customer acquisition and data for informed business decisions.

Mobile Developer | Flaury App | Remote | UTC-5

Oct 2022 - Apr 2024

- Developed a customer-facing booking app for a service-booking platform, supporting the full appointment lifecycle from search through confirmation and fulfilment using Kiss Principle and Agile Methodology
- Collaborate with QA teams to identify and debug application issues, ensuring post-release stability and improved performance across all devices.
- Ensuring network calls, JSON parsing, and image decoding happen entirely on background threads and debugging memory leaks caused by strong reference cycles, closures using profiling tools like Xcode Instruments
- Designed and implemented transaction tracking, inventory, refund, and void modules used in live retail environments.

Software Engineer Intern | CMND.ai | Hybrid | UTC +3

Jun 2024 - Aug 2024

- Integrated CMND.ai's AI tooling into a construction business's existing Express.js backend, building realtime customer support, reservation handling, and workflow automation into their live system after launch, the AI handled roughly 75% of ~100 daily inquiries without human intervention.
- Resolved Windows compatibility issues in the open-source JavaScript framework Xest, contributing fixes to the core repository

Junior Mobile Engineer | Daesil Logistics | Contract | UTC +3

Jan 2023 - Oct 2023

- Built the rider and customer-facing screens for Daesil Ride and integrated them with a custom REST API, including Google Maps SDK for live order tracking and push notification workflows, shipping a ride-hailing and logistics app used by 1,000+ users across Nigeria
- Improved transaction reliability and reduced payment failures through debugging, E2E testing, and performance optimization
- Designed and shipped a landing page to validate market demand ahead of launch, driving a 35% increase in user acquisition.

TECHNICAL SKILLS

Mobile (Native & Cross-Platform): Jetpack Compose, SwiftUI, Kotlin, Flutter, React Native, Dart

Backend: NestJS, Node.js, Express.js, .NET, PostgreSQL, MySQL, Redis, SQL

Frontend: Next.js, React.js, Tailwind CSS, shadcn/ui, HeroUI, TypeScript, JavaScript

Cloud and DevOps: Docker, GitHub Actions, CodeMagic, Shorebird, GCP, Azure, Firebase

AI & Integrations: Gemini API, FCM, Crashlytics, Stripe, Paystack, Flutterwave, Google Maps SDK, OneSignal

Developer Tools & IDEs: Android Studio, Xcode, Git, Postman, Swagger, Figma, GitHub Copilot, Linear, Trello, Bash