Lawrence Bii

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Professional Summary

Results-driven Full-Stack & Mobile Engineer with 6+ years of experience designing, building, and deploying scalable, high-performance applications across fintech, logistics, and e-commerce domains. Proven track record in backend API development, mobile-first architecture, and payment system integrations processing over KES 10M in transactions. Experienced in leading engineering teams, enforcing coding standards, and delivering production-grade solutions under agile workflows. Brings hands-on expertise in Python, Django, Flutter, Kotlin, Laravel, and cloud platforms — with a strong foundation in financial services environments, secure API design, and cross-functional team collaboration.

Education

B.Sc. Engineering in Technology Jomo Kenyatta University of Agriculture and Technology

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Technical Skills

Area	Technologies
Backend	Python, Django, Django REST Framework, Laravel, PHP
Mobile	Flutter, Kotlin, Swift/SwiftUI, React Native
Frontend	React, Next.js, HTML/CSS, Tailwind CSS
Databases	MySQL, PostgreSQL, MongoDB, Firebase
Caching & Queues	Redis
Cloud & DevOps	Google Cloud, AWS, DigitalOcean, Docker
CI/CD	GitHub Actions, GitLab CI, Fastlane, Codemagic
Languages	Python, Dart, JavaScript, PHP, Java, Kotlin

Area	Technologies
Version Control	Git

Work Experience

Technical Team Lead

Liflif Kenya | Nairobi, Kenya

- Architected and led end-to-end development of a multi-sided logistics platform serving 5,000+ users, 1,000+ drivers, and 500+ vendors across restaurants, pharmacies, and retail shops — aligning all feature decisions with measurable business outcomes.
- Designed a scalable order assignment engine routing food and parcel deliveries across user → vendor → driver → user and sender → driver → receiver workflows, with real-time stakeholder notifications at each stage.
- Implemented native platform channels for background fetch services and real-time GPS location sharing, enabling dynamic rider-to-order allocation.
- Delivered third-party integrations including M-Pesa, card payments, ATS, and WhatsApp Business API to extend platform capabilities.
- Managed and mentored a team of 6 engineers — conducting code reviews, defining implementation standards, and guiding technical research aligned to sprint tasks.
- Built a real-time analytics dashboard providing accurate revenue insights and engagement metrics to support executive decision-making.
- Established CI/CD pipelines using GitHub Actions to ensure reliable, timely feature deployments.
- Customized and administered an ERPNext instance built on the Frappe framework, tailoring modules across Accounting & Finance, HR & Payroll, and CRM & Sales to align with Liflif's operational workflows and reporting requirements.

Full-Stack Developer

Interactive Media Services | Nairobi, Kenya | Sep 2024 – Present

- Developed and deployed production-grade mobile and web solutions using Flutter, Laravel, PHP, and React.

- Integrated Safaricom Daraja APIs (C2B, B2C, B2B, and reversals) and card payment processors; contributed to remitting over KES 1M in winnings and processing more than KES 10M in platform payments.
- Designed and delivered *Asante*, a tipping and rating solution built on the Alipay mini-app framework with a Laravel REST backend, centered on C2B, B2B, and B2C payment flows.
- Collaborated within a cross-functional team of 8 engineers across individual and shared delivery streams.

Senior Mobile Developer Consultant

Rafu Zetu Stores | Nov 2023 – Present

- Provide ongoing technical leadership for the Store App and Seller App, overseeing maintenance, scaling, and production reliability.
- Deliver new features, UI/UX enhancements, performance optimizations, and notification system improvements.
- Work closely with operations teams to improve platform stability and deployment processes.

Mobile Developer Contractor

Rafu Zetu Stores | Jan 2023 – Nov 2023

- Built the Store App (seller onboarding, rent collection, payment reconciliation) and Seller App (pickup, dispatch, and delivery tracking) for Android and iOS using Flutter.
- Served over 300 active sellers across both platforms.

Full-Stack Mobile Developer

Lipa Mosmos | Kenya | Mar 2023 – Nov 2023

- Delivered full-stack fintech features across a 2-engineer team for a platform with 60,000+ active users.
- Enhanced user goals, profile, and shop modules using Flutter, React, and Laravel.
- Managed Google Cloud deployments and led UI/UX optimization across web and mobile.

- Contributed to a "save-now-buy-later" platform enabling users to reserve products and make progressive payment contributions.

Software Developer

Algoridm Technologies | Kenya | Apr 2022 – May 2023

- Led a team of six engineers in building scalable Flutter and Django applications.
- Designed reusable component libraries, implemented state management patterns, and integrated third-party backend services.

Flutter Developer

Intelbyt Solutions | Kenya | Feb 2021 – Jun 2022

- Designed and delivered responsive cross-platform mobile applications for Android and iOS.
- Collaborated with product and design teams to refine user experience and meet delivery milestones.

Junior Android Developer

Abora App Limited | Kenya | May 2020 – Nov 2020

- Developed Flutter-based mobile applications under the mentorship of a senior Big Tech engineer.
- Built foundational expertise in clean architecture, design patterns, and professional development workflows.

Notable Projects

RafuZetu Rentashelf Apps *(Jan 2023 – Jan 2024)* Multi-platform solution comprising a React website and two Flutter mobile apps serving 300+ vendors with seller onboarding, inventory tracking, and payment reconciliation workflows.

MOSMOS App *(Mar 2023 – Nov 2023)* Maintained and extended a fintech platform with 60,000+ users — built with Flutter, React, and Laravel — delivering save-now-buy-later functionality with

reminders, reward logic, and seamless checkout.

Wastepays Uganda *(Jan 2023)* Redesigned a cross-platform waste management app (React Native + Tailwind CSS) enabling real-time collection data, agent performance metrics, micro-payments, and simplified digital onboarding for informal waste collectors.

Ray Space App *(Jan 2023)* Developed a Flutter-based queuing system targeting mobile, web, and desktop — streamlining client flow management for service-based businesses.

Key Achievements

- Published **13 mobile applications** to the Google Play Store and **4 to the Apple App Store**.
- Integrated payment systems processing over **KES 10M** in transactions.
- Led engineering teams of up to **6 direct reports** and collaborated in teams of up to 8.
- Delivered scalable solutions impacting over **100,000 users** across multiple platforms.

Languages: English (fluent), Kiswahili (fluent)