Kato Drake Smith
Android Apps Developer

Plot 90 Kanjokya Street, Kampala
+256 (0)787 667 851
ryansmith7119@gmail.com
https://drakeson.github.io

Innovative Android Apps Developer with over 6 years of experience designing and delivering high-quality mobile applications using **Java**, **Kotlin**, and **Jetpack Compose**. Adept at managing the entire app lifecycle from **UI/UX design** and **software architecture** to deployment and iterative updates. Known for leadership in collaborative, cross-functional projects that achieve measurable outcomes. Demonstrated expertise in creating scalable, secure, and user-friendly apps that drive business growth and user engagement.

SKILLS

Android Native Development

- **Core Technologies**: RxAndroid, Jetpack Compose, LiveData, Coroutines
- **Practical Applications**: Built dynamic user interfaces, implemented reactive programming for real-time data updates, and optimized app functionality for modern and legacy Android projects.

First-Party SDKs

- Android SDK, Android Jetpack Components (LiveData, ViewModel, Room), Constraint Layout, Data Binding: Applied to build modular, robust apps with modern Android architecture patterns.

Third-Party SDKs & Systems

- **Retrofit, OkHttp, Firebase (Authentication, Realtime Database, Cloud Firestore), Google Analytics, GraphQL, REST API**: Integrated into projects to enhance data handling, analytics, and connectivity.
- **Stripe, PayPal, Flutterwave**: Payment gateways to simplify user transactions..
- **Google Maps API, ExoPlayer, MediaPlayer**: Incorporated location-based services and media functionalities seamlessly into apps.

Source Control & Package Management

- **Version Control**: Git, GitHub, Bitbucket, SourceTree.
- **Gradle**, **Maven**: Streamlined dependency management for efficient builds and deployments.
- Streamlined codebase management and maintained project consistency through effective source control and dependency management.

Testing & CI/CD

- **Testing Frameworks**: XCTest, UI Automation, AB Testing (Firebase Remote Config, Apptimize).
- **JUnit**, **Espresso**, **UI Automation**, **CI/CD (Jenkins, Travis CI, CircleCI)**: Applied for automated testing, ensuring high-quality deployments and robust app functionality.
- **A/B Testing**: Utilized tools like **Firebase Remote Config** and **Apptimize** to enhance user experience through data-driven experiments.

Work Experience

SWY.iO, Cape Town, South Africa (Remote - Part-time)
FireWeb: A Reporter App

Duration: May 2021 - 2023

Description:

- Developed and maintained FireWeb, a Reporter App, achieving a 4.5 rating for in-field and out-of-control room operations, incident reporting, and data capture.

Education

Ndejje University

Bachelor's Degree in Information Technology

2014-2017

Kampala, Uganda

GOOGLE UX DESIGN PROFESSIONAL CERTIFICATE

User Experience Research and Design Specialization Certificate

UX & Web Design Certificate

IOS & SWIFT - THE COMPLETE IOS APP DEVELOPMENT BOOTCAMP

ANDROID APP DEVELOPMENT BOOTCAMP

Awards

- Audience's Best App: MTN App Challenge 2015
- Winner of UNESCO Hackathon, Kenya 2015

- Introduced custom notifications and integrated Firebase Crashlytics, resulting in performance improvements and a 4.5 rating.

Code 256 Limited, Kampala, Uganda
Fortune 500 Klub: Investment App
Duration: August 2016 - Present

Description:
- Spearheaded the development of an investment app, raising over USD 460,000 in funding through innovative design and usability enhancements.
- Led cross-functional teams to design and implement user-centric features, achieving a 30% increase in user engagement.
- Improved app scalability by optimizing backend integrations, ensuring seamless handling of increased user traffic.

Mono Technologies Nigeria Limited (Remote - Part-time)
Mono Connect SDK: Secure Bank Linking
Duration: April 2023 - 2024

Description:
- Designed a secure and scalable SDK interface, enabling seamless bank account linking for over 1.5M users.
- Implemented multi-factor authentication and error-handling processes to enhance data security and reliability.
- Collaborated with API teams to optimize server-side integrations, improving transaction speeds by 25%.
- Delivered high-impact features that elevated app ratings and user retention rates.

Swipe2Pay (Hybrid - Part-time)
Buy Me Juice Platform
Duration: 2022 - 2023

Description:
- Introduced QR-code-based payment functionality, streamlining the donation process for creators and audiences.
- Enhanced the app's user experience, increasing creator adoption by 40%.
- Collaborated with the product team to deliver recurring payment features, boosting revenue streams for users.

Fun Projects
Exploring NFC EMV Contactless Payments
Designed and developed a user-friendly NFC payment app, adhering to EMV standards for secure transactions.

Key features: Secure NFC payments, streamlined UI/UX, seamless integration, and real-time feedback.

Tech Stack: Figma, Android(Kotlin), NFC APIs

Link: [Video demo](#)