

AMBROSE MBAYI

Software Engineer

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PROFESSIONAL SUMMARY

Software Engineer with 8+ years of production experience taking products from zero to shipped. Independently designed, built, and deployed FaithPod, a multi-tenant church SaaS platform, across iOS, Android, and web as its sole engineer, now live in production serving 1,000-1,500 members who give, get announcements, and request/approve funds through it. At Lunchbox Food Tech, delivered iOS features and fixes for 30+ restaurant brand apps as part of a 3-engineer team, from client onboarding through App Store release. Thrives in high-autonomy environments where technical decisions have long-term consequences.

TECHNICAL SKILLS

iOS Development: Swift, SwiftUI, UIKit, Combine, Async/Await, SPM, CocoaPods, Fastlane

Architecture & Patterns: Clean Architecture, MVVM, MVC, SOLID, Apple Design Principles, System Design

DevOps & Tooling: CI/CD, Fastlane, CircleCI, Bitrise, Git, App Store Connect, Release Automation

Mobile (Cross-platform): Kotlin, Kotlin Multiplatform (KMM), Java, Android

Backend & Cloud: NestJS, Laravel (PHP), Spring Framework, Spring Boot, REST APIs, PostgreSQL, MySQL

Frontend: React.js, Next.js, Angular

Product Design: Figma, Adobe XD, Sketch

Languages: Swift, Kotlin, TypeScript, PHP, JavaScript, Python, Java

PROFESSIONAL EXPERIENCE

Founder & Lead Engineer

Aug 2025 - Present

FaithPod Technologies - Nairobi, Kenya

- Designed, built, and deployed FaithPod, a multi-tenant church SaaS platform, solo from architecture through App Store submission - now live in production serving 1,000-1,500 active members at Karengata SDA Church through tenant-isolated infrastructure.
- Shipped a mobile giving flow that lets members contribute and track givings digitally, alongside real-time leadership announcements - replacing what was previously a manual, paper-based process.
- Built an admin web portal giving church leadership self-serve reporting on givings, notification broadcast tools, and a finance workflow covering departmental budgeting, fund requisitions, and approvals.
- Designed both the mobile app and web admin dashboard in Figma for stakeholder approval before development began, aligning church leadership on scope and UX upfront.
- Built the iOS, Android, and web clients on a shared core business logic layer using SwiftUI and Kotlin Multiplatform, keeping behavior consistent across platforms.
- Implemented Fastlane-based CI/CD pipelines for automated testing and multi-platform release automation.

Tech: Swift, Kotlin, KMM, NestJS, Laravel, Next.js, Angular, PostgreSQL, MySQL, CI/CD

Apps: [iOS \(App Store\)](#) | [Android \(Google Play\)](#)

iOS Software Engineer

Oct 2021 - Jun 2026

Lunchbox Food Tech - Remote (USA)

- Delivered features and bug fixes across 30+ white-label restaurant brand apps as part of a 3-engineer iOS team, working ticket-by-ticket from design through App Store release.
- Architected SwiftUI features using MVVM and Clean Architecture, contributing shared patterns that kept 30+ apps maintainable across the team without a dedicated platform group.
- Integrated payment systems including Stripe and Braintree alongside real-time delivery workflows, directly supporting each brand's monetisation strategy.
- Onboarded new restaurant clients independently, managing the full journey from Figma design handoff through production launch.
- Redesigned the team's Figma theming template to streamline the client-app design flow, cutting engineers' turnaround time on launching new client deliverables by 60%.
- Maintained CI/CD pipelines using Fastlane, CircleCI, and Bitrise, enabling fast, reliable App Store releases across all 30+ client apps.

- Proactively adopted modern iOS SDK capabilities to improve performance and reduce technical risk ahead of Apple platform changes.

Tech: *Swift, SwiftUI, UIKit, Combine, SPM, CocoaPods, Fastlane, CircleCI, Bitrise*

Software Engineer

Jan 2021 - Oct 2021

Workpay Africa - *Nairobi, Kenya*

- Contributed to a production HR & Payroll SaaS platform serving African businesses, spanning both frontend and backend.
- Built customer-facing landing pages and internal tooling, improving team productivity.
- Developed RESTful APIs with Laravel to support payroll processing and user management workflows.
- Collaborated in a cross-functional agile team with weekly sprints and code reviews.

Tech: *JavaScript, React, Vue, Laravel, PHP*

iOS Engineer

Aug 2019 - May 2020

Litemore Ltd - *Nairobi, Kenya*

- Built Dr-Lugha, an iOS app used at Harvard to teach African languages through gamified, interactive learning modules - improving user engagement over static lesson formats.
- Implemented networking layer using Alamofire, improving API reliability and offline resilience.
- Joined the Angular team on Zeraki Analytics, a school management system supporting exam records and reporting for students, parents, and teachers, built on Angular and Java EE - and contributed to its rewrite from Java EE to Java Spring Boot.
- Contributed to Zeraki Finance, a financial management product for schools within the same suite, built on Angular and Java Spring Boot.

Tech: *Swift, UIKit, Alamofire, Angular, Java EE, Spring Boot*

EDUCATION

iOS Essential Developer Program

2023 - 2024

Essential Developer - advanced professional training in TDD, Clean Architecture, CI/CD, and production-grade Apple ecosystem engineering.

BSc. Mathematics & Computer Science

2014 - 2018

Jomo Kenyatta University of Agriculture & Technology - Nairobi, Kenya