Cyril Uket

Full-Stack Engineer · Backend Engineer · Mobile Engineer (Flutter)
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Lagos, Nigeria · Open to Remote and Relocation

Profile

I build backend services and the products that run on them, with 8+ years of commercial software engineering (since 2018) across fintech, payments, identity verification, crypto, and consumer apps. I work in TypeScript, Node.js, Go, and Dart, with hands-on experience in PostgreSQL, Redis, RabbitMQ, BullMQ, Docker, and AWS. At Toden I build backend services for a KYC and compliance platform. As co-founder and CTO of Myaza, I designed the database and Go backend for a cross-border payments app serving 15,000+ users. I also built Iker, a booking and bookkeeping SaaS, end to end with Next.js and Supabase. With 6 years of commercial Flutter experience, I can own a feature from the database schema to the screen. I test what I build, document what matters, and ask questions early rather than fix things late.

Work History

Senior Backend Engineer — Toden — Mar 2026 – Present

KYC and identity verification platform · Remote

- Build backend services in Node.js and TypeScript for a KYC and compliance platform that lets businesses verify people and companies, screen for AML risk, and monitor customers through one API.
- Built the KYC verification API covering session creation, document checks, liveness scoring, and government record lookups, returning one clear decision per customer.
- Designed and built signed webhooks with HMAC signatures, automatic retries, and a delivery log, using BullMQ and Redis job queues for reliable background delivery.
- Built the workflow engine that lets clients configure and publish onboarding workflows from the dashboard without waiting for an engineering release.
- Built risk and screening services: fraud risk scoring, configurable rules and policies, sanctions, PEP and adverse media screening, and transaction monitoring.
- Designed PostgreSQL schemas for customers, verifications, cases, and audit trails, with sensitive identity data encrypted at rest.
- Documented public REST APIs with OpenAPI; containerised services with Docker and deployed them on AWS.

Full-Stack Developer — Iker — 2026 – Present

Booking, payments and bookkeeping SaaS for service businesses (own product) · Lagos, Nigeria

- Designed and built Iker end to end: a mobile-first platform for booking, deposit tracking, and bookkeeping for Nigerian service businesses, using Next.js, TypeScript, and Supabase.
- Modelled the data in PostgreSQL with Row Level Security so platform admins cannot read any business's income, expenses, or client payments; privacy is enforced at the database level.
- Built an append-only payments ledger where confirmed payments cannot be edited, refunds and corrections are recorded as linked adjustment entries, and every amount is stored to the kobo.
- Built booking and availability logic that prevents double booking, keeps confirmed bookings unchanged when business hours change, and versions refund policies per booking.
- Used Supabase Auth for sign-in, Supabase Storage for proof of payment and receipt uploads, and Edge Functions with scheduled jobs for promotional emails and background tasks.
- Built server-rendered booking pages that load quickly on 3G connections, plus automatic monthly statements and income, expense, and profit reports.

Co-founder and CTO — Myaza — Jan 2022 – Mar 2026

Fintech, cross-border payments · Remote

- Planned the full backend architecture and designed the PostgreSQL database for a cross-border payments app; the backend was written in Go.

- Built Go services for multi-currency wallets and the transaction ledger, keeping balances and transaction history consistent across currencies.
- Built the referral system in Go, covering referral codes, attribution, and reward tracking.
- Built KYC onboarding and webhook handling in Go to process callbacks from identity, card, and payment partners.
- Used RabbitMQ for event-driven processing between services and Redis for caching; exposed REST APIs documented with OpenAPI, containerised with Docker, and deployed on AWS.
- Designed the Flutter mobile architecture from scratch: modular feature structure, Clean Architecture, Bloc state management, and dependency injection.
- Owned the CI/CD pipeline end to end via Codemagic and Fastlane: multi-environment configs, automated builds and tests, code signing, and staged rollouts to App Store and Google Play.
- Shipped multi-currency balances, real-time payment tracking, stablecoin rails (Stellar, Wormhole), USD virtual cards, eSIM, AI assistant features, FCM push notifications, and a crypto POS for B2B merchants.
- Set up automated testing across unit, widget, golden, and integration layers, and made TDD the team default through code review and pairing.
- Led a 13-person distributed team through sprint planning, technical discovery, and roadmap alignment with product, QA, and backend; mentored engineers and raised pull request quality within the first quarter.
- Scaled to 15,000+ users and $5K+ monthly revenue in 6 months; secured non-dilutive funding from Stellar Community Fund and CV VC.

Lead Mobile Engineer (Contract) — Tender — Jan 2023 – Dec 2025

Crypto-to-fiat POS payments · Remote

- Built and shipped a consumer-facing Flutter app for a crypto-to-fiat point-of-sale platform; owned the full release pipeline across iOS and Android from first build to live merchants.
- Implemented real-time transaction flows and payment confirmation screens built for the speed and reliability a POS environment demands.
- Integrated third-party payment SDKs and wallet APIs; worked with backend and hardware teams to catch integration risks before they reached production.

Senior Flutter Developer — Yukawa Systems GmbH — Jun 2022 – Nov 2023

Software studio · Germany, Remote

- Delivered production iOS and Android apps for logistics clients inside a cross-functional agency team.
- Led architecture discussions, implemented UIs from Figma, and maintained code quality through TDD and peer review across concurrent client projects.
- Handled project estimation, technical scoping, and client-facing communication on delivery timelines.
- Mentored junior engineers and contributed to CI/CD pipeline improvements.

Flutter Developer (Contract) — Ligo Sport — Oct 2021 – Mar 2023

Sports team management · US, Remote

- Built the MVP for a coach and player management platform from spec to investor-ready product.
- Collaborated with PM, designers, QA, and backend across a distributed team; joined sprint ceremonies and contributed to demo sessions.

Flutter Developer — Sinzu Services — Jan 2021 – Aug 2022

Avalanche blockchain wallet · Remote

- Built a non-custodial Flutter wallet for the Avalanche blockchain: X-chain and C-chain sends, cross-chain transfers, chain import, message signing, and transaction history.
- Integrated Web3 APIs and wallet protocols; deployed to App Store and Google Play.

Flutter Developer — iqonic.ai / Sqin — May 2021 – Mar 2022

AI-powered skincare · Berlin, Germany, Remote

- Shipped the first production MVP: integrated AI scan features, Firebase, Stripe in-app payments, and OneSignal push notifications.
- Handled the Google Play release pipeline end to end; wrote technical documentation for onboarding and payment flows.

Mobile Application Developer — Airopay Inc. — Oct 2020 – Jan 2021

Fintech · Remote

- Co-developed a consumer fintech app: UI implementation, REST API integration, App Store and Play Store deployment.

Flutter Developer Intern — E-Settlement Limited — May 2020 – Jul 2020

Payments and agency banking · Nigeria

- Assisted in mobile development tasks and API integrations under senior developer supervision.

Software Developer — 525System — Jan 2019 – Mar 2020

Tech innovation hub · Calabar, Nigeria

- Full-cycle software and mobile development across multiple client verticals.

Intern — 525System — Jun 2018 – Dec 2018

Tech innovation hub · Calabar, Nigeria

- Supported software development projects and gained hands-on exposure to client delivery workflows.

Technical Skills

Backend: Node.js, TypeScript, Go

Databases: PostgreSQL, MySQL, Redis, Supabase (Postgres, Row Level Security, Auth, Storage, Edge Functions), Firestore

Message Brokers and Queues: RabbitMQ, BullMQ, Redis, background jobs, scheduled jobs, retries

APIs and Integration: REST, OpenAPI, GraphQL, WebSockets, HMAC-signed webhooks, third-party SDKs, payment, card and KYC provider integrations, deep linking

Backend Architecture: Service design, event-driven processing, ledger and payments data modelling, database schema design, encryption at rest, audit trails

Cloud and DevOps: AWS, Docker, GitHub Actions, Codemagic, Fastlane, Vercel, multi-environment setup, App Store and Google Play full pipeline

Frontend Web: Next.js, React, TypeScript, server-side rendering, responsive layouts

Mobile: Dart, Flutter (iOS, Android, Web, Desktop), 6 years commercial; Clean Architecture, MVVM, modular feature-based structure, dependency injection, Melos monorepo; Bloc, Riverpod, Provider

Testing: Unit, widget, golden (UI regression), integration tests, TDD, mocking and fakes

Firebase: Auth, Firestore, Remote Config, Crashlytics, FCM push notifications, Analytics

Payments and Commerce: Stripe SDK, in-app purchases (iOS and Android), subscription management, stablecoin payments (USDT/USDC), crypto wallet integrations

Performance, UI and Localisation: Flutter DevTools profiling, lazy loading, image caching, Figma to Flutter, pixel-perfect implementation, multi-language and multi-region setup

Monitoring: Firebase Crashlytics, Sentry, DataDog (familiarity), crash triage and production alerting

Blockchain and Web3: Solidity, Avalanche, Stellar, Wormhole, stablecoin rails, non-custodial wallet development

AI Development Tools: GitHub Copilot, Cursor, daily use

Education

B.Sc. Computer Science — 2015 – 2019

Cross River University of Science and Technology

Community and Leadership

- Co-organizer, Google Developer Student Club: ran developer training events and skill assessments for university engineers across Sub-Saharan Africa (2018–2019).
- Lead Instructor, CodeCradle Innovations: designed and taught a three-level programming curriculum for 20+ young developers aged 11 to 25 in Calabar (2019).