

Ryan Conway

Senior Mobile Developer (Kotlin & Flutter)

Bangkok, Thailand

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Senior mobile developer with 9+ years of experience building production Android and cross-platform applications across fintech, food delivery, and enterprise software. Strong focus on Clean Architecture, maintainable systems, and shipping user-facing features with measurable business impact.

SKILLS

Languages: Kotlin, Dart, Java

Frameworks: Android, Jetpack Compose, Flutter, Bloc, Clean Architecture

Tools: Git, SQLite, Hive, MVVM

EXPERIENCE

Mid/Senior Software Developer

Nimble · Bangkok, Thailand

Jan 2022 - Present

- Team lead on the Self-Ordering Kiosk system for Okya - managed backlog, assigned tasks, and drove technical decisions across a multi-product Flutter suite (Kiosk, POS, Order Management, Kitchen Display)
- Lead maintainer of Nimble's public Android Templates repository - owned the backlog and raised the quality bar for all new Android projects generated from it
- Drove internal initiative to migrate XML layouts to Jetpack Compose across Android projects
- Performed code review for internal Android and Flutter certification projects, enforcing Jetpack Compose and Clean Architecture standards
- Acted as temporary Team Lead on 1112 Delivery during lead's sabbatical - reviewed PRs from internal and external developers and kept delivery on track
- Reworked DeeMoney's multi-step sign-up flow for seamless resumption, and implemented the eKYC passport MRZ scanning flow
- Maintained high unit test coverage across all assigned projects

Software Engineer II

E-Science Corp · Muntinlupa, Philippines

Jul 2017 - Dec 2021

- Lead mobile developer on projects that made up 21% of company revenue as of 2021 - responsible for delivery, architecture, and team standards across EDTR and SOLE

- Spearheaded migration from Java to Kotlin and introduced Clean Architecture to a legacy codebase with 10,000+ active users across South-East Asia
- Optimised data transfer and querying for large inventory datasets, improving reliability for field users on limited connectivity
- Member of internal Scrum Committee - helped teams implement Scrum practices more effectively across the organisation
- Conducted a two-day internal Kotlin training course for the development team

Intern

E-Science Corp · Muntinlupa, Philippines

Nov 2016 - Mar 2017

- Created technical documentation for company software
- Performed black-box testing across company software products

FEATURED PROJECTS

Creature Keeper

2025 – Present

A relaxing idle creature-collection game for iOS and Android. Collect, nurture, and evolve creatures while building habitats and sending expeditions - even while you sleep.

- Sole developer - design, architecture, and implementation
- Game designer - core loop, economy, and balance design
- Designed a three-pillar core loop (Habitats → Expeditions → Evolution) with meaningful tradeoffs, including an expedition injury system that forces strategic roster management
- Engineered a tick-less game engine where all resource generation is calculated retroactively from elapsed time, enabling reliable offline progression capped at 8 hours

Tech: Flutter, Dart, Bloc, Hive, AdMob, in_app_purchase

Restaurant Chain Solution (Okya)

May 2025 – Present

A suite of Flutter applications for restaurant chains - Self-Ordering Kiosk, POS, Order Management, and Kitchen Display systems.

- Team lead of the Kiosk system
- Led development, created and managed backlog, and coordinated development efforts across systems
- Team lead on the Self-Ordering Kiosk system within a multi-product suite (Kiosk, POS, Order Management, Kitchen Display)
- Responsible for delivery, task coordination, and technical decisions on the Kiosk, POS, and Order Management products

Tech: Flutter, Dart

The Coffee Bean & Tea Leaf

Aug 2023 – May 2025

Food and drink delivery application for ordering from The Coffee Bean & Tea Leaf across Malaysia, built by Nimble.

- Mobile developer on the Android/Flutter team
- Delivered a food and drink delivery app for a major international café chain across Malaysia
- Maintained high unit test coverage across all assigned features

Tech: Kotlin, Jetpack Compose, Clean Architecture, MVVM

EDTR

May 2019 – Dec 2021

Attendance and inventory tracking application with 10,000+ users across South-East Asia, built at E-Science Corp. Led the modernisation from Java to Kotlin and Clean Architecture.

- Lead mobile developer on attendance and inventory modules
- Spearheaded the Java to Kotlin migration
- Lead mobile developer on both the attendance and inventory tracking modules of an app with 10,000+ active users across South-East Asia
- Spearheaded the migration from Java to Kotlin and introduced Clean Architecture to a previously unstructured legacy codebase

Tech: Kotlin, Java, Android, Clean Architecture, SQLite