ABIGAIL IDOWU

Mobile Developer · Kotlin · Jetpack Compose · Flutter · Kotlin Multiplatform

Lagos, Nigeria | +234 913 697 3972 | abigailidowu001@gmail.com | Portfolio: gailbyte.web.app
LinkedIn: linkedin.com/in/abigail-idowuu | GitHub: github.com/Abigailldowu

PROFESSIONAL SUMMARY

Mobile developer with 3+ years of experience shipping production features in Kotlin, Jetpack Compose, and Flutter, including apps live on Google Play. Builds end-to-end payment, booking, social, and account-security flows on clean architecture (MVVM), with REST API integration, caching, and automated testing in JUnit, MockK, and Compose UI tests. At Gopaddi, owned four core product areas, delivered 880+ commits and 116+ merged PRs, and reviewed pull requests and enforced coding standards in a team-lead capacity. Now the top contributor to NexxEd Student Life, a live multiplayer 3D campus game, with 522 commits and 244 merged PRs in TypeScript and Three.js. Also builds cross-platform apps with Kotlin Multiplatform, and brings AI evaluation experience from ~150 RLHF and preference-ranking tasks for CrowdGen by Appen.

TECHNICAL EXPERTISE

Languages: Kotlin, Dart, TypeScript

Mobile: Android SDK, Jetpack Compose, Flutter, Kotlin Multiplatform, CameraX, ML Kit, Media3

Web & 3D: Three.js, Preact, Vite

Architecture & Data: MVVM, Clean Architecture, Hilt, Koin, Coroutines, Flow, Paging 3, Room

Testing: JUnit, MockK, Compose UI Tests, Espresso, Vitest

Networking & Backend: REST APIs, Ktor, Firebase, Cloudflare Workers

Tools & Workflow: Git, Android Studio, Azure DevOps, Agile/Scrum

AI Evaluation: RLHF / preference ranking, AI response evaluation, instruction-following evaluation, prompt writing and rating, guideline adherence, quality assurance

PROFESSIONAL EXPERIENCE

AI Training & Data Contributor | CrowdGen by Appen

June 2026 to September 2026 · Remote

- Evaluated AI model responses across **~150 RLHF and preference-ranking tasks** (10+ hours per week), comparing outputs side by side and writing guideline-based justifications for each choice.
- Assessed instruction-following for format, length, tone, and constraint adherence across general chat and helpfulness tasks.
- Wrote everyday and instruction-based prompts to train and test AI models, and rated prompt and response quality against project standards.

Game Developer | NexxEd (NexxEd Student Life)

October 2026 to Present · Live multiplayer 3D web game · 522 commits and 244 merged PRs

- **Built most of the hall-life release** (307 of its 331 commits): porter check-in, a 10pm curfew, door locks and theft, room inspections, night guards, visits, and busy corridors.
- **Built hostel water, bathing and laundry:** taps that run only mornings and nights and sometimes break, morning queues, showers with a wait, hall toilets, and laundry with rain warnings.
- **Built the Health Centre:** catching malaria or typhoid, doctor visits, tests and treatment.
- **Built the campus shuttle:** doors that open at each stop, queues at the door, riding seated with time left, classmates who sit and chat with you, and online players in their own seats.
- **Built room life, outfits and characters:** bought items that place themselves and all work, Shop previews in your room, a wardrobe with 35 outfits in 198 looks, and reworked bodies, hair and walking.
- **Built the money features:** bank savings at a real Nigerian rate (6.9% a year), POS agents who charge more and can run out of cash, paying by card or transfer, and the Eco Market's shops.
- **Wrote 217 of the project's 314 test files** (1,200+ Vitest test cases) across the simulation, 3D scene, UI and online server, and made panels, banners and touch controls work well on phones.

Stack: TypeScript · Three.js · Preact · Vite · Vitest · Cloudflare Workers

Mobile Developer (Contract) | Gopaddi (US)
September 2025 to July 2026 · Hybrid, Lagos · 880+ commits and 116+ merged pull requests

- **Owned the social feed, Moments (stories), Events, and booking features** in Kotlin and Jetpack Compose.
- **Reviewed pull requests and enforced coding standards in a team-lead capacity**, working in Agile sprints with product owners, designers, and backend engineers.
- **Designed reusable data loading and pagination** with Coroutines, Flow, and Paging 3, adopted across 4 features, plus caching for music playback, Events, and Moments.
- **Built booking and payment checkout** with flight checks before payment, price breakdowns, and event ticket tiers, with clear loading, error, and confirmation states.
- **Built event management end to end:** guest list upload, ticket-scanning check-in with CameraX and ML Kit, a live shared guest list, co-managers, and guest email.
- **Shipped account security**, including 2FA by authenticator app or SMS, phone verification, and ID document upload, covered by ViewModel unit tests.

Stack: Kotlin · Jetpack Compose · Coroutines & Flow · Paging 3 · CameraX · ML Kit

Mobile Developer (Flutter) | Freelance
December 2024 to July 2025 · Remote

- Built most of the student and tutor sides of Flexy Demy, an e-learning app for phone and tablet, as the second-biggest contributor with ~25 merged PRs.
- Built sign-up and sign-in flows and core screens across three Flutter apps, including Blink, a book app for writing, sharing, and discovering stories, and Cartsy, a two-sided shopping app.

Mobile Developer (Contract) | CakkieFoods Ltd (Cakkie App)
September 2024 to January 2025 · Remote

- Built search end to end: an MVVM search flow with tabbed results across listings, jobs, and shops, a mixed photo and video grid, and empty states.
- Added native sharing with deep links across 5 screens, so shared links open the correct content in the app.
- Built a new in-app flow for flagging posts in the feed, connected to the report API.
- Refactored the search and feed modules, leaving them leaner with no change in behaviour.

Mobile Developer (Contract) | Rinse Creative Lab (CheapData Nigeria)
March 2023 to December 2023 · Remote

- Built transaction history and payment status handling (success, failed, pending) for data, airtime, and bill purchases.
- Built and maintained features with Kotlin, MVVM, and Dagger-Hilt, keeping the codebase testable and maintainable.
- Reviewed pull requests with a focus on clean architecture, and resolved UI/UX inconsistencies across multiple screen sizes.

PROJECTS

Ledjer *(Kotlin Multiplatform, in progress)*: cross-platform cashbook app for Android and iOS.

Recipe Hub *(Flutter)*: recipe discovery, saving, and sharing app.

EDUCATION & CERTIFICATIONS

Higher National Diploma (HND) in Computer Science · The Polytechnic, Ibadan, Nigeria
CGPA 3.9/4.0 · Graduated 2025

National Diploma (ND) in Computer Science · The Polytechnic, Ibadan, Nigeria
CGPA 3.9/4.0 · Graduated 2022

Training & Certifications: HNG Internship, Mobile (Android) Track: HNG X Finalist, **top 300 of 22,000** (Nov 2023); also HNG9 (2022) · KodeCamp, Android Track: Mobile App Development (Android), Intermediate, with internship group projects (2023)