

David Adegoke (Blazebrain)

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Senior Mobile Engineer

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Summary

Mobile engineer, six years in Flutter and Dart. Since April 2023 I have built Cake Wallet at Cake Labs: six chain integrations, WalletConnect across EVM and Solana, the integration test suite, and the pay-any-invoice flow, all in a public open-source repo. Before that I built and led mobile at Raptures Entertainment for four years. I co-founded FlutterBytes, Nigeria's Flutter conference.

In 2022 I worked with several teams at the same time, alongside Raptures.

Experience

Senior Mobile Engineer, Cake Labs

April 2023 to now. Remote.

- Added Solana, Tron, Polygon, Base, Arbitrum and BNB Smart Chain, then pulled the EVM and L2 code onto one shared architecture in a single 251-file change that removed more than it added.
- I own WalletConnect and dApp connectivity across the EVM chains and Solana, from the first Ethereum build in 2023 through the Reown migration and the rebuilt approval and signing flow.
- Built Solana from scratch. There was no pattern in the codebase to follow, so SPL tokens, Token-2022, NFTs and Jupiter swaps all came after that first build.
- Built the integration test suite with the robot pattern, covering wallet creation, restore through seeds, seed confirmation, send, exchange and transaction history. Three of the flows run in CI on every pull request, and I run all six on Android and iOS.
- Took the pay-anything flow from paying one kind of invoice to paying anything from any wallet, swapping first if it needs to, then redesigned it and put it behind a service layer.
- Moved trade storage and then token storage from Hive to SQLite, with a read path kept for the old data so live wallets did not lose anything.
- I am Cake's only team member in Africa, so I represent Cake Wallet at the African events Cake attends.

Engineering Manager, Raptures Entertainment

April 2023 to September 2025. Lagos, Nigeria.

- Led a team of 8 across mobile, backend, web, DevOps and QA.
- Opened RapKids from an empty repo in October 2023 and took it to both app stores by July 2024, on a different Flutter architecture from the older app.
- Made releases reversible without a store submission, with remote-config feature flags and a force-update gate on both apps in 2024.
- Worked the reconciliation path in August 2025 so subscriptions and coin purchases settle from the payment providers' webhooks rather than from the client.
- Cleaned up the alerting in August 2025, so the channel was worth reading again instead of being ignored.
- Built the backoffice tooling in July 2024 that let the content team upload and manage episodes without an engineer.
- Set the engineering process: sprint rituals, code reviews, release management and incident response. Partnered with the Head of Product on roadmap, hiring and tooling, and mentored engineers into senior and lead roles.

Lead Flutter Engineer, Raptures Entertainment

August 2022 to March 2023. Lagos, Nigeria.

- Led Flutter development end to end on Android and iOS, covering architecture, planning, release and maintenance.
- Set the technical direction for the Flutter codebase: state management, project structure and tooling.
- Brought in testing (unit, widget and integration), code reviews, documentation and performance work as standard practice.
- Traced and fixed production issues: crashes, performance bottlenecks and platform-specific bugs.
- Worked with product, design and backend to shape features and ship on predictable timelines.

Flutter Engineer, Raptures Entertainment

October 2021 to August 2022. Lagos, Nigeria.

- Built and maintained two production Flutter products.
- Streamlined the CI/CD setup, which cut build times and let us deploy more often.
- Used the usage data to decide what to change, which cut load times and kept more people coming back.

Senior Flutter Engineer, Netguru

May 2022 to March 2023. Remote.

- Built a mobile inventory management system for tank operations, which cut the manual work and turned jobs around faster.
- Integrated App Center analytics and kept the app crash-free through testing and code review.
- Worked with QA and product to ship stable releases on a predictable cadence.

Lead Mobile Engineer, Gigmile (Techstars '22)

September 2022 to March 2023. Lagos, Nigeria.

- Led mobile development across two production Flutter apps, Gigmile and Fieldboard.
- Set the team's processes: code review standards and a release cadence.
- Kept delivery moving through the period the team was fundraising.

Flutter Engineer, Gigmile (Techstars '22)

February 2022 to August 2022. Lagos, Nigeria.

- Built two Flutter apps, from the designs through to release.
- Integrated analytics and used the data to decide which features to change next.
- Kept the apps crash-free through testing and error handling.

Flutter Engineer, XLD Finance

April 2022 to February 2023. Remote.

- Built and maintained xMoney, a fintech app for off-ramp crypto transactions.
- Improved stability through testing and error handling, which brought the crash rate down.
- Turned UI designs into production code and worked across teams on releases.

Flutter Mobile Engineer, Dira Labs

February 2021 to May 2021. Lagos, Nigeria.

- Worked with designers, backend engineers and QA to deliver client mobile products.
- Contributed technical input that shortened project timelines.

Flutter Mobile Engineer, MajorE

March 2020 to January 2021. Lagos, Nigeria.

- Worked with a cross-functional team to build a file-sharing mobile application.
- Profiled and refactored the app to make it faster.

Skills

Mobile

Flutter, Dart, Kotlin, iOS and Android release

State and architecture

BLoC, MobX, Riverpod, Provider, feature-first and layered architectures

Crypto

EVM chains, Solana (SPL, Token-2022), Tron, WalletConnect (Reown), Monero and Bitcoin wallets, Jupiter

Testing and CI

Integration tests (Robot pattern), GitHub Actions, Codemagic, emulator automation

Data and services

SQLite, Hive, Firebase, TypeScript and Node (NestJS)

Observability

Sentry, Mixpanel, Segment

Community and speaking

- FlutterBytes, co-founder and conference lead since 2022.
- Flutter Lagos, one of the group's leaders.
- HNG, Flutter mentor in 2023 and 2025.
- Keynote speaker at FlutterBytes 2024 and FlutterBytes 2025.
- Speaker at Blockfest Africa 2025 and ECX 5.0 2025.

Writing

- LogRocket, 8 pieces between 2021 and 2023.
- dev.to, 8 pieces between 2021 and 2026.

Education

BEng Mechatronics Engineering. Federal University Oye-Ekiti (FUOYE).