

Jadiel Bett

PRODUCT ENGINEER - MOBILE, WEB & CONNECTED SYSTEMS

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Product engineer building dependable mobile and software systems. Experienced across Flutter, backend APIs, web delivery, on-device machine learning, Firebase, and real-time product workflows, with a BSc. in Mechatronic Engineering that brings practical depth in robotics, electronics, embedded systems, and automation.

EXPERIENCE

Android Developer - JDL Enterprise

Apr 2022 - Present | Nairobi, Kenya

- Designed, developed, and published an Android application through Google Play.
- Integrated AdMob as part of the product's monetization workflow.
- Built independent Flutter products using explicit state management and reusable components.

Mechatronic Engineering - JKUAT

Sep 2018 - Jun 2024 | Juja, Kenya

- Completed a five-year Bachelor of Science degree in Mechatronic Engineering.
- Delivered an autonomous hedge-trimming robot as the final-year capstone.
- Worked across robotics, embedded control, mechanical systems, and electronics.

Cohort 7 Participant - Gearbox Academy

Jan 2023 - Mar 2023 | Nairobi, Kenya

- Built practical prototypes across robotics, machine learning, augmented reality, and IoT.
- Worked in a hands-on environment connecting software with physical systems.

Industrial Attache - Kenya Power and Lighting Company

Jan 2022 - Mar 2022 | Ruaraka, Nairobi

- Worked alongside experienced mechanics to diagnose faults across vehicle and machinery systems.
- Developed practical experience in maintenance, safety, and multidisciplinary system dependencies.

SELECTED PROJECTS

Stima Tracker - Product Engineer

Flutter, Python, FastAPI, Supabase

- Designed a product and system architecture for transforming scattered outage updates into location-relevant information.
- Separated ingestion, interpretation, API, persistence, and mobile client responsibilities.

IoTrix Kenya E-Store - Frontend Engineer

React, TypeScript, Vite, WooCommerce API, Zustand

- Built a typed, responsive electronics storefront around an existing WooCommerce operation.
- Separated server-owned catalogue data from transient shopping state.

MaskGuard - Flutter and ML Engineer

Flutter, TensorFlow Lite, computer vision

- Integrated camera input and on-device TensorFlow Lite inference in a responsive Flutter application.
- Kept preprocessing, model output, application state, and interface concerns distinct.

Autonomous Hedge Trimming Robot - Mechatronics Engineer

Arduino, C/C++, mechanical design, electronics

- Integrated sensing, drive, trimming, electrical, and embedded-control subsystems into a working capstone prototype.

Count Game - Designer and Flutter Developer

Flutter, Riverpod, Google Play

- Took an independent strategy game from implementation through Android store publication.

TECHNICAL PRACTICE

MOBILE: Flutter, Dart, Riverpod, BLoC, Firebase

WEB & BACKEND: React, TypeScript, Python, FastAPI, REST APIs, Supabase

DATA & ML: TensorFlow Lite, real-time processing, SQL, NoSQL

EMBEDDED: Arduino, C/C++, sensors, robotics, automation

DELIVERY: Git, Google Play, responsive design, accessible interfaces

EDUCATION & PROGRAMS

BSc. Mechatronic Engineering

Jomo Kenyatta University of Agriculture and Technology | 2024

- Five-year multidisciplinary engineering degree with an autonomous robotics capstone.

Gearbox Academy Cohort 7

Gearbox Academy | 2023

- Practical technology program spanning robotics, machine learning, augmented reality, and IoT.