

Kelvin Kamara
Software Engineer
Award Winning Software Engineer
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Profile

I am an award-winning software developer based in the UK, with over ten years of experience creating websites and mobile apps.

I received the Recognition Award from the UK government for my programming work.

I would love to bring this high-quality impact to your team.

Please see my work at www.kelvinkamara.com

Languages

JavaScript, TypeScript, PHP, Python, Bash.

Frameworks / Runtimes

ExpressJS, Laravel, ReactJS, ReactJS Native, ElectronJS.

Misc

- Popular APIs: AWS, WebSockets, Stripe Payments, react-chartjs-2, PayPal Payments, Google Maps API
- Operating Systems: Ubuntu Linux, Windows XP/Vista/7/8.1/10/11, MacOS
- Tools: Terminal, Git, Visual Studio Code, Vim, Docker, Npm, Yarn, Composer, SVN, Figma

Awards

UK Government (2019)

Cabinet Office Recognition Award

Link: www.kelvinkamara.com/award.jpg

Work Experience

Chief Technology Officer (CTO), CEO & Founder

Loris Mandarin (LM), Remote (October 2026 - Present)

As CEO and founder, I lead product direction and technical delivery for LM, a team password manager. I heavily incorporate AI solutions.

- Platform delivery: Oversee the website, desktop and mobile applications, built with the latest versions of React, with Node.js microservices powering the platform.
- I draw on wide experience delivering websites, mobile applications, desktop software and microservices to guide the product's technical direction

Co-Founding Chief Technical Officer (CTO)

Joystick, Remote (April 2025 - May 2026)

Joystick was an early-stage online multiplayer betting company focused on desktop gaming. As co-founding CTO, I designed and owned the entire web architecture, delivering microservices APIs, consumer and admin websites, and cross-platform mobile apps using a full-stack JavaScript stack, including Node.js, React, React Native, and TypeScript.

- **Architecture & engineering:** Designed and built a microservices backend that served as the core API layer for C# Unity betting games, web clients, and mobile apps. Migrated the main website from PHP Laravel to Node.js, improving maintainability and unifying the technology stack.
- **Quality & CI:** Wrote API success tests for every microservice HTTP endpoint. Tests ran automatically on each commit, forming the backbone of the CI pipeline and preventing regressions across releases.
- **API documentation:** Used Postman to author and distribute comprehensive API documentation, keeping the wider development team aligned and unblocked.
- **AI-led development:** Championed an AI-first engineering culture by integrating GitHub Copilot into the development workflow, accelerating feature delivery, reducing bug turnaround, and improving baseline code quality through intelligent inline suggestions.
- **Remote team leadership:** Led a fully remote, cross-functional team of JavaScript and C# Unity developers, collaborating effectively across time zones using Jira, Slack, and WhatsApp. Maintained clear communication, tracked sprint progress, removed blockers, and reported delivery outcomes directly to the company director.
- **Product collaboration:** Participated in regular remote game-testing sessions, providing structured technical feedback that informed game design and stability improvements.

Co-Founding Lead Web & Mobile Developer

Joystick, Remote (February 2024 - April 2025)

As Co-Founding Lead Web & Mobile Developer, I took full ownership of Joystick's client-facing products — from the main website to the mobile app and the underlying API infrastructure.

- **Product ownership:** built and maintained the official Joystick website (PHP Laravel + React), cross-platform mobile app (React Native), and microservices APIs (Node.js), holding end-to-end ownership across all three products.
- **UI/UX consistency:** developed the website and mobile app to faithfully reflect the Joystick brand identity, ensuring a consistent look and feel aligned with the company logo across all platforms.
- **Internationalisation:** integrated multi-language support for both the website and mobile app, delivering localised experiences in English and Spanish to broaden the product's reach.
- **Team coordination:** created and managed tasks in Jira, distributed work across the development team, and reported progress and delivery outcomes directly to the company director.

Lead Web Developer

VacancySoft, Remote (April 2022 - February 2024)

- Web scraping & automation: Designed and built web applications that autonomously scraped recruitment company websites overnight, running continuous nightly cycles to aggregate and process data at scale.
- Full-stack development: Delivered solutions across multiple technology stacks, including Python Django, PHP Laravel, and JavaScript, selecting the right tool for each component of the system.
- Cloud infrastructure: Leveraged Amazon Web Services (AWS) to host and manage the platform, ensuring reliable uptime and scalability for overnight automated workloads.

Lead Web Developer

Job Sender, Remote (September 2021 - January 2022)

I rejoined Job Sender a year after my first period there and was brought back to contribute to, and oversee, the continued development of the IT department. I continued working with the PHP FuelPHP framework. Job Sender was a start-up that enabled clients to interact with third-party job-posting platforms such as Indeed, Totaljobs, and LinkedIn.

Senior Devops Engineer

Vision Direct, Remote (September 2021 - December 2021)

Vision Direct was an online eye-care supplier. I worked primarily with JavaScript and Salesforce technologies to automate platform workflows. I used AWS extensively as the cloud hosting platform. This was my first time working with Salesforce, the world's leading e-commerce platform. I worked with a remote UK-based team.

NodeJS Developer

Radically Digital, Remote (May 2021 - June 2021)

Building websites, apps, portals and other digital platforms with a strong focus on customer experience, supported by improvements in both technology and people. Working with JavaScript, Node.js, React.js, and MongoDB.

Serverless Go Developer

Fiskil, Remote (February 2021 - May 2021)

This was my first commercial role working with Google's Go programming language. Fiskil was an Australian company working with AWS Serverless and open banking. It was also my first experience working in a remote team with members based around the world.

Senior Software Engineer

Connex One, Manchester (December 2020 - February 2021)

I was brought in at a senior level on a PHP Laravel and React.js project to contribute to, and oversee, the development of services. There were two separate teams for backend and frontend, and I held a unique role in which I contributed to both platforms.

Lead Web Developer

Job Sender, Remote (August 2020 - December 2020)

This was my first leadership role, and also my first experience working with the PHP FuelPHP framework. Job Sender was a start-up that enabled clients to interact with third-party job-posting platforms such as Indeed, Totaljobs, and LinkedIn. I was responsible for the entire IT function.

Software Engineer

Engage Solutions Group, Manchester (June 2020 - August 2020)

- Delivered full-stack features for VR and CRM products across web and mobile using PHP (Laravel) and React.
- Migrated legacy in-house, class-based PHP frameworks to Laravel, improving maintainability and enabling faster delivery.
- Worked in a start-up team environment, balancing speed and quality to meet client deadlines.

Software Engineer

FLG, Ancoats (March 2020 - May 2020)

- Led migration of legacy CRM services from PHP to a Node.js backend with a React frontend.
- Introduced TypeScript to improve type safety and reduce avoidable defects during development.
- Improved engineering efficiency by reducing debugging overhead and shortening delivery cycles.

Software Engineer

Mission Labs, Rossendale (August 2019 - March 2020)

- Built and supported full-stack JavaScript solutions using Node.js, React, React Native, TypeScript, and Electron in an AWS microservices environment.
- Worked as part of the team that developed the JD Sports mobile app, and also contributed to app delivery for group brands including Tessuti and Ultimate Outdoors.
- Owned delivery of a warehouse management web application for JD operations, enabling order actions such as refunds and returns, using DynamoDB, Amplify, Serverless, React, and Material UI.
- Developed a custom blogging platform for American Golf, including Google Maps integration.

Software Developer

NQC, Ancoats (January 2019 - July 2019)

- Built and extended enterprise software used by major public and private sector organisations, including workstreams linked to BMW.
- Worked in the team supporting NQC's UK Government Cabinet Office client, delivering features across large and complex systems.
- Developed with PHP, JavaScript, Java, Bash, and Selenium Server.
- Designed and owned convention-based code generation tooling that produced parallel UI automation tests, increasing testing throughput and reliability.
- Built guest-facing government web pages to strict accessibility standards.

- Received the UK Government Recognition Award from the Cabinet Office in April 2019, three months after joining in January 2019.

Web Developer

Park Smart Solutions, Liverpool (June 2017 - July 2018)

- Delivered interconnected software packages using PHP (CodeIgniter 3) and AngularJS 1.x within a small, deadline-driven team.
- Upgraded the core backend platform from CodeIgniter 2 to CodeIgniter 3 as an initial onboarding project.
- Built a portal appeals system integrating multiple in-house platforms.
- Developed both mobile and static ANPR systems, with the static solution delivered using a structured Waterfall approach and supported by complex event-driven workflows to ensure a reliable, phased rollout.
- Built a PCN payment solution outside core hours as an additional paid project.
- Wrote AWS Lambda Python services to ingest data from UK-wide car park cameras and integrate it into Park Smart's systems.

Web Developer

Optimia, Everton (May 2017 - June 2017)

- Built modern websites using PHP and WordPress.
- Delivered responsive, user-focused web experiences aligned to client requirements and brand standards.

Qualifications

Achieved June 2014

BTEC Level 3 IT Diploma Double Merit

GCSEs: Media Studies (B), English Literature (B), Information Technology (C), Mathematics (C), English Language (C).

Interests

You can usually find me coding away towards hobby projects, catching up with friends, or doing some form of enjoyable exercise such as bike riding and jogging.