



COMPANY PROFILE / 2026
NAIROBI, KENYA
VERSION 1.2 / AUG 2026

TECHNOLOGY / ENGINEERING / RESEARCH

We build useful things. Then we ask what comes next.

Beyond Geeks & Voyage is a technology company building products, engineering systems and exploring ideas that deserve more than a passing thought.

Beyond ones & zeros.



Built in Africa. Built for beyond.

We are building Beyond Geeks & Voyage around a simple idea: technology should solve something real, work in the conditions people actually live in, and leave room for curiosity.

Today that means products, engineering and research. Over time, we want it to mean something bigger too: a place where good ideas are taken seriously, young builders get closer to real work, and useful technology can grow from Nairobi to anywhere.

Not a web agency wearing a lab coat.

Beyond Geeks & Voyage / CURRENT
SHAPE

PRODUCTS

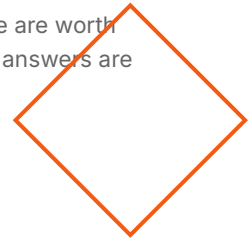
Technology we own, test and continue improving.

ENGINEERING

Systems we design and deliver around actual problems.

RESEARCH

Questions we believe are worth exploring before the answers are obvious.



01

BUILD

Useful products and systems people can actually rely on.

02

UNDERSTAND

The problem before the stack, the users before the feature list.

03

EXPLORE

Ideas that may matter later - even when they look unusual today.

Products in motion. Research in progress.

Some things are already operating in the real world. Others are still being built, tested or explored. We show the difference plainly.

PRODUCT / ACTIVE



Silent Run

Fleet operations technology shaped around visibility, control and the realities of running vehicles in the field.

LIVE / BUILDING FORWARD

PRODUCT / IN DEVELOPMENT



Kivuli

A privacy-first digital trust product being built to help people make safer online purchasing decisions without turning surveillance into the price of protection.

BUILDING / VALIDATING / NOT YET LAUNCHED

RESEARCH / PHASE 0



PROJECT
NEURA

Project NEURA

Biological Intelligence Research & Neural Data Computing - currently focused on neuronal recordings, signal analysis, data exploration and software experimentation.
RESEARCH / DATA / EXPERIMENTATION

A SMALL RULE WE LIKE

Don't make the roadmap look more certain than the work really is.

Some initiatives are mature enough to ship. Others are still questions, prototypes or research directions. We would rather show that honestly than decorate uncertainty with fake confidence.

Engineering, end to end.

We work across the layers that make technology useful - from the software people touch to the infrastructure, networks and automation quietly keeping it alive.

01

Software Systems

Web platforms, internal tools, operational software, APIs and customer-facing systems.

02

Infrastructure

Cloud environments, servers, deployments, containers, monitoring and reliability.

03

Networking

Network architecture, multi-site connectivity, routing, wireless and resilience.

04

Security

Secure architecture, access control, hardening and practical reviews built into the work.

05

AI & Data

Data analysis, dashboards, machine learning, pipelines and intelligent features where they help.

06

Automation

Workflows, integrations and scheduled processes that reduce repetitive work.

THE INTERFACE IS ONLY ONE
LAYER

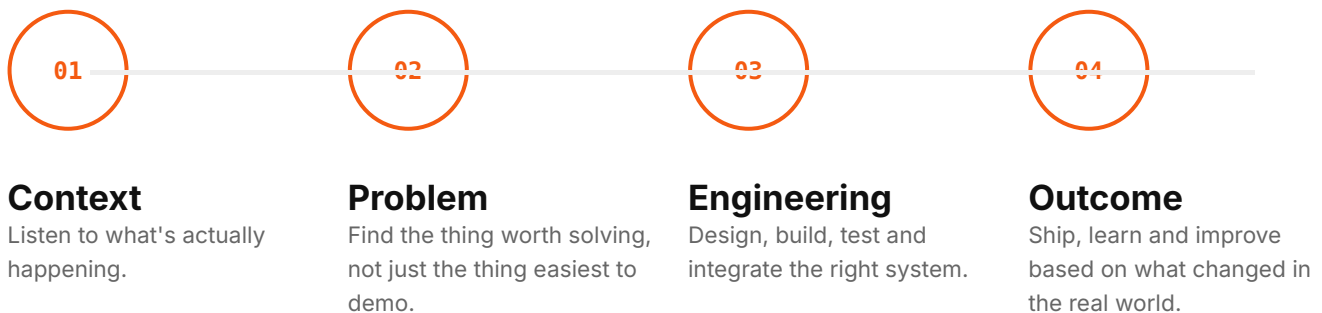
We care about what sits behind the screen.

INTERFACE APPLICATION DATA INFRASTRUCTURE NETWORK

Listen. Understand. Build better.

A good system usually starts before anyone writes code.

We try to understand the actual operating environment, the people involved and what failure would look like. From there, the engineering becomes a lot more honest.



A FEW THINGS WE'RE STUBBORN ABOUT

If it can be simpler, simplify it.

Complex engineering does not need to create a complicated experience.

If it breaks, understand why.

Fixing symptoms is useful.
Understanding the system is better.

Design isn't decoration.

It should help people understand what technology is asking them to do.

Don't add AI because everybody else did.

Use intelligence where it makes something genuinely better.

Ideas are nice. Things that work are nicer.

A small selection of work we are ready to put our name behind. No inflated outcomes. No fictional scale. Just the problem, the engineering and what was actually built.

001 / PRODUCT ENGINEERING



Silent Run

A fleet operating system shaped around live operations, visibility and the messy conditions logistics teams deal with every day.

Systems

Operations

Infrastructure

002 / DIGITAL PLATFORM



GMR Advocates LLP

Reframing a professional firm's digital presence around clarity, trust and a stronger technical foundation after its previous site was compromised.

Experience

Frontend

Security-conscious

PUBLIC / DELIVERED WORK

WHY ONLY TWO?

Because the profile should show work that is live, public or ready to stand behind - not fill space with things still taking shape.

DOCUMENT WHAT'S
REAL.

THE POINT

The visible deliverable is rarely the whole problem.

Sometimes the request starts as a website. The useful work may end up touching the workflow, data, infrastructure, security or system behind it.

Build the company.

Leave room for the next builder.

Beyond Geeks & Voyage should grow into more than a company people buy technology from. We want it to become a place where curious young builders can get closer to real problems, real systems and people willing to share what they know.

That is a direction, not a programme we are pretending already exists. As the company grows, we want to create genuine paths into the work - through mentorship, project exposure, open knowledge, internships or apprenticeships, and eventually opportunities to lead.

COMMUNITY / DIRECTION

**LEARN****Share the craft**

Practical knowledge, not motivational fog.

BUILD**Touch real problems**

Experience gets better when the problem is not hypothetical.

CONNECT**Find your people**

Engineers, designers, researchers and operators learning from one another.

LEAD**Pass it forward**

The goal is not permanent juniors. It is stronger future builders.

Our measure of growth should not only be what Beyond Geeks & Voyage builds. It should also be **who gets a better start because Beyond Geeks & Voyage existed.**

Impact without theatre.

The Sustainable Development Goals can be a useful compass. They should not become decoration.

We do not want to claim that a product “solves an SDG” because it has a dashboard and a nice story. As Beyond Geeks & Voyage matures, the goal is to map real outcomes to the goals our work genuinely touches - and measure what changed before we claim impact.

SDG 4

Quality Education

Create better pathways for young talent to learn through real technical work.

SDG 8

Decent Work & Growth

Build technology and capability that can support more productive, resilient organisations.

SDG 9

Industry & Infrastructure

Engineering, connectivity and systems are part of the infrastructure modern economies depend on.

SDG 11

Sustainable Cities

Mobility, operations and better use of data can help cities and organisations move more intelligently.

SDG 12

Responsible Consumption

Trust, transparency and smarter operations can reduce waste and improve decision-making.

RULE / 01

Measure first.

When the evidence is there, say it clearly. When it isn't, keep building.

Less badge collecting. More useful outcomes.

The voyage is just getting started.

HORIZON / 01

Build

Turn the products being built by Beyond Geeks & Voyage into stronger, useful systems that can survive outside the demo.

Silent Run / Kivuli / future products

HORIZON / 02

Explore

Grow the research side carefully - asking difficult questions without pretending every experiment is a breakthrough.

Project NEURA / data / intelligent systems

HORIZON / 03

Multiply

Create more builders, more capability and more room for ambitious technology to come from this part of the world.

Community / talent / partnerships

THE LONG VERSION, SHORT

Build technology that matters. Explore what might matter next. Bring more people into the room as we go.



READY WHEN THE PROBLEM IS

Have something worth **building**?

Bring us the problem, the half-formed idea, or the system that no longer works the way it should. We can start there.

BEGIN THE VOYAGE →

beyondgeeksandvoyage.com
Nairobi, Kenya

**Beyond ones &
zeros.**

