

# Ansh Gandharva

## SOFTWARE ENGINEER

[GitHub](#)[LinkedIn](#)[Portfolio](#)[rithiksingh92119211@gmail.com](mailto:rithiksingh92119211@gmail.com)[+91-7011340142](tel:+91-7011340142)

## TECHNICAL SKILLS

- Languages** : Dart, JavaScript, TypeScript, HTML, CSS
- Technology and Tools** : Flutter (Android & iOS), Git, Firebase, REST, GraphQL, Provider, MobX, GetX, Bloc, Packages & Plugins (Flutter), Flutter Flavors, Method Channels, Node.js, Nest Js, React Js, MySQL, PostgreSQL, MongoDB, Git, Jira, Codemagic (CI/CD), Shorebird, Unity
- Patterns & Practices.** : Object-Oriented Programming, Functional Programming, MVC, MVVM, Data Structures & Algorithms
- Operating Systems** : MacOS, Linux, Windows

## Experience

- Quicktouch Technologies Limited | Full-time** Delhi, India  
**- Senior Mobile Engineer** *May 2023 – Present*
  - Led a Flutter team of 3+ developers, overseeing Jira-managed sprints and code reviews.
  - Implemented Codemagic CI/CD pipelines, reducing release time by 70%.
  - Integrated Shorebird for OTA updates, increasing bug-fixing speed and UX by 80%.
  - Developed a unified payment module supporting 5+ gateways with secure tokenization.
  - Wrote native modules in Kotlin and Swift to access device-level features like Bluetooth and secure storage.
  - Developed multiple custom Flutter widgets and features including a searchable dropdown, dynamic splash screen with custom theme support, and a custom console logger—enhancing user experience and improving debugging efficiency by 55%.
  - Implemented user-based feature toggles, crash analytics, and engagement tracking that reduced app crashes by 72% and enabled targeted feature rollouts, significantly improving app stability and user retention.
- InnotekVerse Pvt Ltd | Full-time** Noida, India  
**- Software Engineer** *March 2022 – April 2023*
  - Built Vorphy, an AR/VR-based learning app with Unity 3D embedded in Flutter.
  - Engineered a custom widget to render Unity content within Flutter natively.
  - Developed scalable backend APIs using Node.js to power key modules such as assessments, progress tracking, and admin analytics; implemented secure RESTful services with JWT authentication and integrated Firebase for real-time notifications and user activity tracking.
  - Collaborated across backend, frontend, and Unity teams for seamless user experience.

## PROJECTS

- Quick Campus** : Full-featured school app used by 30,000+ students and 10,000+ faculty, offering attendance tracking, homework management, results, payroll, and geolocation punch-in features.  
**(Flutter | Firebase | Java SpringBoot)**
- Vein** : AI-powered job recommendation engine combined with employee attendance and payroll system, processing over 5,000 user interactions monthly.  
**(Flutter | Firebase | Java SpringBoot)**
- QuickPay SDK** : Reusable payment SDK supporting UPI, cards, and wallets with 99.9% success rate, integrated fallback mechanisms, and seamless switching between payment providers.  
**(Flutter | Native Android & iOS)**
- Vorphy** : AR-based simulations for school curriculum deployed in 30+ schools, featuring assignments, assessments, and interactive learning tools.  
**(Flutter | Unity | NestJs | ReactJs)**

## EDUCATION

- Galgotias University** Greater Noida, India  
Bachelor of Technology (B.Tech), Computer Science and Technology *June 2018 – August 2022*

## PROFESSIONAL DEVELOPMENT

- Contributor to open-source Flutter libraries and community tools.
- Regular participant in Flutter meetups, webinars, and hackathons.