Ansh Gandharva

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Experience

Quicktouch Technologies Limited   *May 2023 – Present*
Senior Mobile Engineer   New Delhi, India

- Oversaw development and lifecycle management of **12+ mobile applications** across the company portfolio—from design and development to deployment and maintenance.
- Led a team of SDE-1s and Flutter engineers, managing sprint planning, code reviews, mentoring, and delivery execution across multiple product lines.
- Architected a modular Flutter codebase using **Clean Architecture**, improving long-term scalability and maintainability across projects.
- Engineered a **Dynamic Theming Engine** for runtime UI customization (colors, typography, radius) via remote JSON configs—enabling instant design updates without redeployment.
- Optimized CI/CD pipelines using **Codemagic** and **GitHub Actions**, introducing parallel build steps and automated QA checks that reduced release time by **70%**.
- Built a unified **Payment SDK** supporting UPI, cards, and wallets with secure transaction handling and integrated fallback mechanisms for higher reliability.
- Integrated **Shorebird OTA updates**, enabling real-time hotfixes and contributing to major improvements in user retention and release stability.
- Developed native **Kotlin** and **Swift** modules for Bluetooth communication and secure key storage, improving device-level performance.
- Adopted **Test-Driven Development (TDD)** practices with extensive unit and widget test coverage, reducing production bugs and improving release confidence.
- Implemented **feature flagging** and crash analytics for controlled rollouts and performance tracking, resulting in significantly fewer production crashes.
- Designed reusable Flutter components and dynamic splash templates, cutting UI development time by nearly **50%**.
- Directed end-to-end release cycles, coordinating effectively with design, QA, and backend teams to ensure stable, on-time deliveries.

InnotekVerse Pvt. Ltd.   *Mar 2022 – Apr 2023*
Software Engineer   Noida, Uttar Pradesh

- Engineered **Vorphy**, an AR/VR-based education platform integrating Unity 3D with Flutter, successfully deployed in 30+ schools.
- Built a hybrid Flutter–Unity bridge for real-time AR simulations and immersive 3D classroom experiences.
- Developed and secured REST APIs using **Node.js** and **NestJS** for analytics, assessments, and student progress tracking.
- Integrated **Firebase Cloud Messaging** for instant cross-platform updates, improving message delivery reliability and performance.
- Collaborated closely with UI/UX teams to ensure seamless design-to-code consistency across modules.
- Automated the development-to-deployment pipeline with CI tools, reducing manual intervention and improving build reliability.

SaiTec International Computer Consultants   *Aug 2021 – Mar 2022*
Software Engineer Intern   Noida, Uttar Pradesh

- Built cross-platform **Flutter apps** and responsive **React.js dashboards** for enterprise clients, accelerating delivery cycles by **25%**.
- Contributed to multiple **Government of India projects**, working under strict security and compliance requirements.
- Implemented secure coding standards and robust error handling to maintain data integrity.
- Integrated RESTful APIs with scalable, fault-tolerant architecture for seamless data synchronization.

- Participated in agile sprints, QA testing, and client demos, gaining first-hand experience in production release cycles.
- Developed practical understanding of full software delivery lifecycles under high-pressure environments.

Education

Galgotias University   *2018 – 2022*
B.Tech in Computer Science and Technology   Greater Noida, India

Open Source & Community

- Developed **progress_bar_rounded**, a Flutter package published on pub.dev, offering customizable rounded progress bars with animations and dynamic theming. **[Link]**

- Created a **Flutter–Unity Widget Plugin** enabling bidirectional communication between Flutter UI and Unity 3D for AR/VR applications. **[Link]**

- Collaborating with developers on open-source **Flutter**, **Node.js**, and **CI/CD** projects to contribute new features, fix bugs, and improve community tools.

Technical Skills

Languages	Dart, JavaScript, TypeScript, HTML, CSS
Frameworks & Tools	Flutter (Android & iOS), Node.js, NestJS, React.js, Unity, Firebase, Codemagic, Shorebird, Git, Jira
Databases	MySQL, PostgreSQL, MongoDB
Architectures	MVC, MVVM, Clean Architecture, BLoC, GetX