

Ansh Gandharva

SOFTWARE ENGINEER

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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.