NIKHIL SHANKAR CHIRAKKAL SIVASANKARAN

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Youtube

Professional Summary SACHU

Senior Android Engineer with 7+ years of professional experience building high-performance mobile applications across fintech and ad-tech domains. Architected core UPI payment systems at a fintech startup and developed SDK libraries at an ad-tech company integrated by 1000+ applications, with expertise in designing scalable architectures, optimizing app performance, and leading cross-functional initiatives. Proficient in Clean Architecture, MVI patterns, and Jetpack Compose with strong capabilities in code reviews, mentoring developers, and establishing engineering standards. Contributed to taking a startup from early stage to unicorn status through technical excellence and systematic problem-solving.

Professional Experience SACHU

Software Development Engineer 3 - Android   Nov 2022 - Feb 2024
Slice, Fintech   Bengaluru, India

– Architected core system for UPI payments using Clean Architecture and MVI patterns, processing transactions for 1.5 million daily users as of Feb 2024 with focus on reliability and performance.

– Optimized network communication to reduce latency by 18-20%, accelerating transaction completion times across the payment platform.

– Reduced build times by 40% and infrastructure costs by 70% through systematic optimization of CI/CD pipelines in AWS Codebuild and Gradle configurations.

– Mentored junior developers through code reviews and walkthroughs, enforcing coding standards and best practices to maintain code quality across mission-critical features.

– Implemented unit testing achieving 90% code coverage for UPI modules, ensuring reliability and stability of payment processing features.

Software Development Engineer 2 - Android   Nov 2020 - Nov 2022
Slice, Fintech   Bengaluru, India

– Designed and implemented real-time chat functionality by integrating Socket.io on the client side and collaborating on websocket API architecture for seamless bidirectional data transfer.

– Architected multi-module system to enable scalable development across teams, eliminating tight coupling and circular dependencies through a Navigation Contract Interface with Dependency Injection.

– Built emoji-shower library for animation effects, reducing memory consumption by 95% through efficient vector reuse and providing reusable component for cross-team integration.

– Optimized UI performance by refactoring fragments to reuse inflated layouts, reducing rendering overhead and improving application responsiveness.

Fullstack Developer Android, iOS, Backend   Apr 2018 - Oct 2019
GreedyGame, Ad-Tech   Bengaluru, India

– Initiated iOS plugin development from scratch by learning Swift and iOS development, which expanded the product portfolio and attracted iOS developers to the platform.

– Re-architected monolithic NodeJS backend into microservices using Golang, streamlining development workflows and reducing debugging and deployment times.

– Automated artifact creation with Jenkins CI/CD pipeline, eliminating 2-3 hours of manual deployment effort per release cycle.

– Established 90%+ unit test coverage using Mockito through systematic refactoring of core library, strengthening reliability and quality assurance of SDK features.

– Created integration documentation website using Angular JS, reducing developer support queries and improving onboarding experience.

Senior Developer | Android   Sep 2015 - Apr 2018
GreedyGame, Ad-Tech   Bengaluru, India

– Developed core Android SDK optimized for performance and minimal memory footprint, enabling seamless third-party integration with reduced library conflicts.
– Re-architected monolithic codebase into modular components applying facade, adapter, and mediator design patterns, reducing development time and cross-team conflicts.
– Integrated multiple ad networks and built wrappers for Unity Game Engine and Cocos-2dx using JNI, C#, and C++, expanding SDK compatibility across game development environments by 4x.
– Designed debug tool application for viewing logs from integrated applications, accelerating debugging workflows and reducing QA bug reporting time by 50%.

Education SACHU

Post-Graduate Diploma   Sep 2024 - Current
Applied Artificial Intelligence & Machine Learning | Cloud Dev-Ops   Waterloo, Ontario, Canada
Conestoga College, Waterloo - Expected completion - Dec 2025

Master of Technology   Aug 2012 - Apr 2014
Software Engineering   Cochin, Kerala, India
CUSAT, Kerala, India

Bachelor of Technology   Aug 2007 - Apr 2011
Computer Science & Engineering   Thalassery, Kerala, India
CoET, Thalassery, India

Personal Projects SACHU

Momentor: Moments worth Mentoring - Built native Android mindfulness journaling application with conversational interface, architecting serverless backend using Python, PostgreSQL via Supabase, and Deno Edge Functions for low-latency AI-powered responses. Designed high-performance Android client integrated with advanced backend logic to deliver real-time personalized guidance. *Android, AI/LLM Integration, Supabase, PostgreSQL, Python, Dino Edge-Functions* | April 2025 - Current

WhoLooksLikeMe - Developed facial recognition system using transfer learning with InceptionV3 for feature extraction and vector embeddings for similarity matching. Architected scalable pipeline with pre-computed embeddings to enable dataset expansion without retraining, implementing cosine similarity algorithms and benchmarking multiple pre-trained models (FaceNet, VGGFace, InceptionV3). *Python, Inception V3, Vector Embeddings* | 2024 Dec | Link