

NIKHIL SHANKAR CHIRAKKAL SIVASANKARAN

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Professional Summary

Senior Android Engineer with 8 years of experience architecting and scaling mobile applications serving millions of users in fintech and ad-tech domains. Led development of UPI payment systems handling 1.5M daily transactions with expertise in designing scalable architectures, optimizing system performance, and driving cross-functional collaboration. Proficient in Clean Architecture, MVI patterns, and Jetpack Compose with strong capabilities in code reviews, mentoring, and establishing engineering best practices. Contributed to a startup's journey to unicorn status through technical leadership and scalable system design.

Professional Experience

Software Development Engineer 3 - Android

Nov 2022 - Feb 2024

Slice, Fintech

Bengaluru, India

- Architected scalable UPI payment system using Clean Architecture and MVI patterns, delivering high-stability mobile experiences to 1.5 million daily users as of Feb 2024.
- Enhanced mobile app performance through network profiling and optimization, reducing latency by ~18-20% for faster transaction completion experiences.
- Delivered engineering excellence through comprehensive code reviews, mentoring junior developers, and establishing best coding practices across development teams.
- Optimized CI/CD pipelines in AWS Codebuild and refined Gradle configurations to accelerate feature development, reducing build times by 40% and costs by 70%.
- Implemented comprehensive unit testing strategy for UPI modules, achieving 90% code coverage to ensure high application stability.

Software Development Engineer 2 - Android

Nov 2020 - Nov 2022

Slice, Fintech

Bengaluru, India

- Built real-time chat functionality by integrating Socket.io on Android client and collaborating on websocket API architecture for seamless data synchronization.
- Rapidly developed social media feature module as MVP in 3 weeks for A/B testing integration within the fintech application.
- Created reusable emoji-shower library enabling cross-team animation integration while optimizing memory consumption by 95% through vector reuse.
- Initiated multi-module architecture transformation across organization, establishing scalable development patterns for improved team collaboration.
- Developed onboarding stories library reducing feature development time from 1-2 days to half a day across multiple development teams.

Fullstack Developer iOS, Backend

Sep 2015 - Oct 2019

GreedyGame, Ad-Tech

Bengaluru, India

- Pioneered iOS plugin development from scratch, learning Swift and iOS development independently, establishing new product line that expanded business reach to iOS app and game developers.
- Architected migration from monolithic NodeJS backend to microservices using Golang, streamlining development workflows and reducing debugging and deployment time.
- Implemented Jenkins CI/CD automation for artifact creation, eliminating 2-3 hours of manual effort per deployment cycle.

- Built comprehensive integration documentation website using Angular JS, significantly reducing developer integration support queries.
- Enhanced development efficiency through backend architecture improvements and automated deployment processes.

Senior Developer | Android

GreedyGame, Ad-Tech

Sep 2015 - Apr 2018

Bengaluru, India

- Developed high-performance Android SDK for native ad integration, focusing on memory optimization and compatibility to minimize library conflicts for app developers.
- Refactored monolithic codebase into modular architecture using facade, adapter, and mediator design patterns, reducing development time and cross-team conflicts.
- Expanded platform compatibility by integrating multiple ad networks (Admob, Mopub, Facebook) and creating Unity/Cocos-2dx wrappers using JNI, C#, and C++, increasing compatible environments by 4x.
- Designed developer-focused debug tool app for viewing integration logs in debug mode, accelerating debugging processes and reducing QA bug reporting time by 50%.
- Created Unity game engine plugin that streamlined developer integration experience from 1-2 days to under 10 minutes.

Technical Skills

Languages: Kotlin, Java, Python, Dart, Golang, C++, Swift

Platforms: Android Studio, Firebase, PyCharm, AWS, IntelliJ, VSCode, Figma

Skills: Modular code using MVVM MVI and Clean Architecture, Complex UI Development using Compose, Design patterns, Multi Module App Design, UI Optimizations, Code Reviews and detecting code smells and bugs, Performance profiling, Mentoring Junior Developers

Frameworks: Android SDK, Jetpack Compose, Retrofit, Coroutines, Dagger, Hilt, Websockets, Material Components, SQLite, Gradle, Lottie, Room, OkHttp, JUnit, Jetpack Libraries

Tools: Git, AS Profiler, Github Actions, Leak Canary, Debugger, Postman, Network Profiler, Charles

Database: SQLite, Firebase Firestore, MySQL, MongoDB

Education

Post-Graduate Diploma

Applied Artificial Intelligence & Machine Learning | Cloud Dev-Ops
Conestoga College, Waterloo

Sep 2024 - Dec 2025

Waterloo, Ontario, Canada

Master of Technology

Software Engineering
CUSAT, Kerala, India

Aug 2012 - Apr 2014

Cochin, Kerala, India

Bachelor of Technology

Computer Science & Engineering
CoET, Thalassery, India

Aug 2007 - Apr 2011

Thalassery, Kerala, India

Personal Projects

AI Angel - Developed AI Angel using Kotlin with Compose and Multiplatform architecture, integrating Supabase backend for scalable data management. Implemented LLM-powered chat functionality and built ML recommendation engine using multiple algorithms including cosine similarity, KNN, and Random Forest to analyze user conversations and generate intelligent profile matches based on behavioral patterns. Built as part of Venture Tech Lab CEC Conestoga College. *Android, AI, LLMs, Machine Learning* | Jan 2025

MMDB: My Movie Database - Built MMDB, a social movie discovery Android application integrating TMDB API for comprehensive movie data with Firebase Realtime Database for user-generated

content. Developed feature-rich platform enabling users to create custom movie lists, share reviews, and engage through comments and likes, creating an interactive movie enthusiast community with advanced search and recommendation capabilities. *Android, TMDB API* | July 2020 | [Link](#)