

NIKHIL SHANKAR CHIRAKKAL SIVASANKARAN

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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

Slice, Fintech

Nov 2022 - Feb 2024

Bengaluru, India

- Architected mission-critical payment infrastructure using Clean Architecture and MVI patterns, handling 1.5 million transactions daily with focus on reliability and performance for time-sensitive financial operations.
- Optimized network communication protocols, reducing latency by 18-20% to enable faster transaction processing in real-time payment scenarios.
- Streamlined CI/CD pipeline and build configuration, cutting build times by 40% and infrastructure costs by 70% through AWS CodeBuild optimization and Gradle improvements.
- Established quality assurance practices through code reviews, mentorship of junior developers, and enforcement of coding standards to maintain high reliability in production systems.

Software Development Engineer 2 - Android

Slice, Fintech

Nov 2020 - Nov 2022

Bengaluru, India

- Built real-time messaging system by integrating Socket.IO for bidirectional communication, collaborating with backend team to architect WebSocket APIs for seamless data synchronization.
- Created reusable animation library reducing memory footprint by 95% through efficient vector graphics reuse, enabling teams to integrate visual feedback without performance degradation.
- Pioneered multi-module architecture adoption across the organization, enabling independent team scaling and reducing cross-module dependencies through well-defined interfaces.
- Eliminated tight coupling in navigation by implementing Navigation Contract Interface with Dependency Injection, solving circular dependency challenges in scalable multi-module systems.

Fullstack Developer Android, iOS, Backend

GreedyGame, Ad-Tech

Apr 2018 - Oct 2019

Bengaluru, India

- Spearheaded iOS SDK development from ground up by learning Swift and iOS frameworks, expanding platform capabilities and attracting new business partnerships.
- Transformed monolithic NodeJS backend into microservices architecture using Golang, streamlining development workflows and accelerating debugging and deployment cycles.
- Implemented Jenkins CI/CD automation for artifact generation, eliminating 2-3 hours of manual effort per deployment cycle.
- Achieved 90%+ unit test coverage using Mockito after refactoring core SDK functionality, significantly enhancing reliability and quality assurance for critical library features.

Senior Developer | Android

GreedyGame, Ad-Tech

Sep 2015 - Apr 2018

Bengaluru, India

- Engineered high-performance Android SDK focusing on memory optimization and compatibility, enabling seamless third-party integration without conflicts.
- Refactored monolithic codebase into modular architecture using Facade, Adapter, and Mediator design patterns, reducing development complexity and team conflicts.
- Developed cross-platform wrappers using JNI, C#, and C++ for Unity and Cocos2d-x game engines, expanding SDK compatibility across multiple development environments.
- Designed debugging utility application enabling real-time log inspection for integrated games, reducing QA bug reporting time by 50% and accelerating issue resolution.

Education SACHU

Post-Graduate Diploma

Applied Artificial Intelligence & Machine Learning | Cloud Dev-Ops
Conestoga College, Waterloo - Expected completion - Dec 2025

Sep 2024 - Current
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 SACHU

Momentor: Moments worth Mentoring - Engineered Android application with conversational interface, integrating serverless backend architecture using Python logic, PostgreSQL database via Supabase, and Deno Edge Functions for low-latency AI responses, demonstrating full-stack mobile development capabilities. *Android, AI/LLM Integration, Supabase, PostgreSQL, Python, Deno Edge-Functions* | April 2025 - Current

MMDB: My Movie Database - Built feature-rich Android application integrating TMDB API for movie data and Firebase Realtime Database for user-generated content, implementing custom movie lists, reviews, and social engagement features. *Android, TMDB API* | July 2020 | [Link](#)