NIKHIL SHANKAR CHIRAKKAL SIVASANKARAN

602-A 50 University Avenue East, Waterloo, Ontario - N2J-2V8 226-820-1762 | nikhil.shankar.cs@gmail.com LinkedIn | Portfolio | LeetCode

Professional Summary

Senior Android Developer with 8 years of experience developing, refactoring and optimizing Android apps, Android libraries in Ad-tech and Fintech software domains. Played crucial roles in developing android libraries and Fintech App respectively at two early stage startups which scaled exponentially, of which the latter gained Unicorn status eventually in 2023.

Professional Experience

Software Development Engineer 3 - Android

Nov 2022 - Feb 2024 Bengaluru, India

Slice, Fintech

- Designed core architecture for the UPI payment system using Clean Architecture and MVI, serving 1.5 million users per day as of Feb 2024.
- Analyzed, profiled, and reduced network latency by ~18-20%, resulting in faster transaction completion time across the fintech app.
- Ensured quality of deliverables by mentoring Junior developers, doing extensive code reviews and walkthroughs and by helping to adhere to best coding practices.
- Optimized CI/CD settings in AWS Codebuild and Gradle files to reduce build times by 40% and cost by a huge 70%
- Adopted unit tests for modules under the UPI project, achieving 90% code coverage.

Software Development Engineer 2 - Android Slice, Fintech

Nov 2020 - Nov 2022 Bengaluru, India

- Designed core architecture for the UPI payment system using Clean Architecture and MVI, serving 1.5 million users per day as of Feb 2024.
- Analyzed, profiled, and reduced network latency by ~18-20%, resulting in faster transaction completion time across the fintech app.
- Ensured quality of deliverables by mentoring Junior developers, doing extensive code reviews and walkthroughs and by helping to adhere to best coding practices.
- Optimized CI/CD settings in AWS Codebuild and Gradle files to reduce build times by 40% and cost by a huge 70%

Fullstack Developer iOS, Backend

Sep 2015 - Oct 2019

GreedyGame, Ad-Tech

Bengaluru, India

- Refactored the monolithic Backend written in NodeJS to microservices based architecture using Golang, which helped streamline the development and reduced overall development time, time for debugging issues, and time for deployment.
- Integrated Jenkins CI/CD pipeline for automating artifact creation thereby reducing previous manual effort of 2-3 hours
- Developed integration documentation website in Angular JS thereby reducing integration related queries

Senior Developer | Android

GreedyGame, Ad-Tech

Sep 2015 - Apr 2018 Bengaluru, India

- Developed core Android library, which other developers can integrate to show native ads, focusing on optimization and performance thereby reducing memory consumption and library conflicts

- Refactored a single monolithic codebase into multiple modules following facade, adapter, mediator design patterns, and more, applying good coding standards, reducing development time and cross team conflicts.
- Integrated Admob, Mopub and Facebook Ads and wrote wrappers for Unity Game Engine and Cocos-2dx using JNI, C#, and C++, facilitating the Android library to inject ads into games and apps thereby increasing compatible dev environment by 4x

Technical Skills

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

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

Skills: Modular code using MVVM MVI and Clean Architecture, Multi Module App Design, Complex UI

Development using Compose, UI Optimizations, Design patterns, Code Reviews, Performance

profiling, Mentoring Junior Developers, Project Planning, UML Diagrams

Frameworks: Android SDK, Jetpack Compose, Retrofit, Coroutines, Dagger, Hilt, OkHttp, Room,

Material Components, Jetpack Libraries, JUnit, Gradle

Tools: Git, AS Profiler, Debugger, Charles, Github Actions, Jira, Trello, Confluence, Bitbucket

Database: SQLite, Firebase Firestore, MySQL, MongoDB, Firebase Realtime

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

Fan Fight Club - An android repository that can be used to generate multiple apps by using python scripts. Fan Fight Club Messi vs Ronaldo was one such app out of around 10 that were created which garnered 2 lakh installs with more than 200 ratings averaged at 4.7/5 stars *Android*, *Python Scripts* | 2019 | Link

MMDB: My Movie Database - A social movie review android app created using TMDB api which allows users to create and share movie lists and allow users to comment, review, and like them *Android*, *TMDB API* | July 2020 | Link

Alngel - An android app to nurture relationships created using Al powered bots with LLMs and Machine Learning algorithms to find meaningful matches. This is currently part of Venture Tech Lab CEC Conestoga College. Android, Al, LLMs, Machine Learning | Jan 2025