

NIKHIL SHANKAR CHIRAKKAL SIVASANKARAN

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[LinkedIn](#) | [LeetCode](#)

Professional Summary

Senior Android Architect with 8 years designing scalable mobile systems and building high-performing engineering teams. Led architecture decisions for fintech platform serving 1.5M daily users, mentored developers across multiple teams, and established engineering standards that reduced development time by 40%. Proven ability to drive technical initiatives from conception to production, including multi-module architectures, CI/CD optimization (70% cost reduction), and adoption of modern patterns (MVI, Clean Architecture, Compose). Track record of taking startups from early stage to unicorn status through technical excellence and team empowerment.

Professional Experience

Software Development Engineer 3 - Android

Slice, Fintech

Nov 2022 - Feb 2024

Bengaluru, India

- Architected core UPI payment system using Clean Architecture and MVI patterns, serving 1.5 million daily users with optimized performance and scalability.
- Reduced network latency by 18-20% through strategic performance profiling and optimization techniques, enhancing transaction completion speed.
- Mentored junior developers through comprehensive code reviews, establishing best coding practices and ensuring high-quality deliverables.
- Implemented unit tests for UPI project modules, achieving 90% code coverage and improving overall system reliability.
- Optimized CI/CD settings in AWS Codebuild and Gradle, reducing build times by 40% and infrastructure costs by 70%.

Software Development Engineer 2 - Android

Slice, Fintech

Nov 2020 - Nov 2022

Bengaluru, India

- Designed and integrated real-time chat feature using WebSocket technology, enabling seamless communication within the fintech application.
- Developed a modular social media feature module as an MVP, facilitating rapid A/B testing and product iteration.
- Refactored existing application fragments to improve UI performance by strategically reusing inflated layouts.
- Initiated multi-module architecture approach, simplifying scalability and cross-team development collaboration.

Fullstack Developer iOS, Backend

GreedyGame, Ad-Tech

Sep 2015 - Oct 2019

Bengaluru, India

- Developed iOS plugin from scratch, expanding product line and attracting iOS app and game development companies.
- Refactored monolithic NodeJS backend to microservices architecture using Golang, streamlining development and debugging processes.
- Integrated Jenkins CI/CD pipeline, automating artifact creation and reducing manual deployment efforts.
- Created comprehensive integration documentation website, significantly reducing integration-related support queries.

Senior Developer | Android

GreedyGame, Ad-Tech

Sep 2015 - Apr 2018

Bengaluru, India

- Developed core Android library for native ad integration, focusing on performance optimization and minimizing memory consumption.
- Refactored monolithic codebase into modular architecture using design patterns, reducing development conflicts and improving code maintainability.
- Integrated multiple ad networks (Admob, Mopub, Facebook Ads) and created cross-platform wrappers using JNI, expanding development compatibility.
- Created debug settings tool to streamline log analysis, helping QA reduce bug reporting time by 50%.
- Developed Unity game engine plugin reducing initial integration time from 1-2 days to less than 10 minutes.

Technical Skills

Languages: Kotlin, Java, Python, Dart, Golang

Platforms: Android Studio, Firebase, AWS, IntelliJ, GCM, VSCode

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

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

Tools: Git, AS Profiler, Github Actions, Debugger, Network Profiler, Postman, Jira

Database: SQLite, Firebase Realtime, Firebase Firestore, MySQL

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 Android application using Kotlin Compose and Spring Boot, integrating LLM-powered chat functionality with intelligent recommendation algorithms to analyze user interactions and generate personalized profile matches. *Android, AI, LLMs, Machine Learning* | Jan 2025

MMDB: My Movie Database - Created comprehensive movie review Android application integrating TMDB API with Firebase Realtime Database, enabling users to create movie lists, share reviews, and interact through a community-driven platform. *Android, TMDB API, Firebase* | July 2020 | [Link](#)