

# NIKHIL SHANKAR CHIRAKKAL SIVASANKARAN

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

## Professional Summary

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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

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### Software Development Engineer 3 - Android

Nov 2022 - Feb 2024

Slice, Fintech

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.
- Ensured quality of deliverables by mentoring Junior developers, doing extensive code reviews and walkthroughs and by helping to adhere to best coding practices.
- Adopted unit tests for modules under the UPI project, achieving 90% code coverage.
- Refactored existing multi-module architecture further into data and ui modules to ensure common api's and data are not duplicated across modules thereby reducing dev effort across teams.
- Integrated detekt and spotless library to enforce coding standards across modules thereby ensuring easier code reviews

### Software Development Engineer 2 - Android

Nov 2020 - Nov 2022

Slice, Fintech

Bengaluru, India

- Designed and architected chat feature by integrating socket io at client side and helped architect websocket apis at backend for seamless realtime data transfer
- Developed a social media feature module as an MVP in 3 weeks to be integrated into the fintech app for A/B testing
- Refactored existing fragments in the codebase thereby increasing UI performance by forcing reuse of already inflated layouts
- Identified frequent use of onboarding stories across teams and created an onboarding status library thereby reducing onboarding feature development time across teams from 1-2 days to half a day
- Identified that modular architecture was not being followed in the organization and initiated multi module architecture thereby making scaling across teams easier

### Fullstack Developer iOS, Backend

Sep 2015 - Oct 2019

GreedyGame, Ad-Tech

Bengaluru, India

- Initiated development of the iOS plugin from scratch as a personal project by learning swift and iOS app development which was later incorporated as a separate product line in the organization attracting iOS app and game development companies into the business.
- 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
- Ideated and designed separate settings tool app which allows to view debug logs of other games integrated with the Android library in debug mode which resulted in faster debugging and helped QA to reduce bug reporting time by at least 50%
- Created a Unity game engine plugin that reduced developers' initial integration time from 1-2 days to less than 10 minutes.

## Technical Skills

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**Languages:** Kotlin, Java, Python, Dart, Golang

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

**Skills:** Modular code using MVVM MVI and Clean Architecture, Multi Module App Design, Complex UI Development using Compose, UI Optimizations, Designing Framework and Libraries, Agile Planning, OOP, Design patterns, Code Reviews and detecting code smells and bugs, Code refactoring, Mentoring Junior Developers

**Frameworks:** Android SDK, Jetpack Compose, Retrofit, Coroutines, Dagger, Hilt, OkHttp, Room, SQLite, Material Components, Jetpack Libraries

**Tools:** Git, AS Profiler, Leak Canary, Debugger, Postman, Github Actions, Jira, Bitbucket

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

## Education

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### 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

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**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](#)

**The Phi Factory** - An AR based furniture display app created for a startup found by my brother and friends. It allowed users to create and view customized furnitures *Android, Google AR Core* | Nov 2021 | [Link](#)