NIKHIL SHANKAR CHIRAKKAL SIVASANKARAN

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LinkedIn

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　　　　　　Nov 2022 - Feb 2024
Slice, Fintech　　　　　　　　　　　　　　　　　　　　　　Bengaluru, India

- Architected mission-critical UPI payment infrastructure using Clean Architecture and MVI patterns, reliably processing transactions for 1.5 million daily users with emphasis on system reliability and performance.
- Reduced network latency by 18-20% through systematic profiling and optimization, ensuring faster response times for real-time payment operations where speed is critical.
- Optimized build infrastructure and CI/CD pipelines in AWS CodeBuild, reducing build times by 40% and operational costs by 70% while maintaining system reliability.
- Established code quality standards through comprehensive code reviews, mentoring junior developers, and enforcing best practices to ensure reliability of production systems.

Software Development Engineer 2 - Android　　　　　　Nov 2020 - Nov 2022
Slice, Fintech　　　　　　　　　　　　　　　　　　　　　　Bengaluru, India

- Architected real-time chat system by integrating Socket.IO on client side and collaborating on WebSocket API design for reliable, low-latency bidirectional communication.
- Optimized memory consumption by 95% in animation library through strategic reuse of image vectors, demonstrating performance optimization critical for resource-constrained environments.
- Designed decoupled cross-module navigation using Dependency Injection and Navigation Contract Interface, eliminating tight coupling in scalable multi-module architecture.
- Refactored fragments to force reuse of inflated layouts, increasing UI performance and reducing memory overhead in production application.

Fullstack Developer Android, iOS, Backend　　　　　　Apr 2018 - Oct 2019
GreedyGame, Ad-Tech　　　　　　　　　　　　　　　　　　Bengaluru, India

- Self-initiated iOS SDK development from scratch by learning Swift and iOS frameworks, successfully expanding product capabilities to support cross-platform integration.
- Refactored monolithic backend to microservices architecture using Golang, streamlining development workflows and significantly reducing debugging and deployment time.
- Automated artifact creation through Jenkins CI/CD pipeline integration, eliminating 2-3 hours of manual effort per deployment cycle.
- Achieved 90%+ unit test coverage using Mockito after refactoring core SDK library, substantially improving reliability and quality assurance of essential features.
- Created integration documentation portal in Angular, reducing developer onboarding time and integration-related support queries.

Senior Developer | Android   Sep 2015 - Apr 2018
GreedyGame, Ad-Tech   Bengaluru, India

- Engineered core Android SDK library focused on performance optimization and minimal memory footprint, enabling seamless integration by other developers while preventing library conflicts.

- Refactored monolithic codebase into modular architecture applying Facade, Adapter, and Mediator design patterns, reducing development time and cross-team conflicts.

- Built cross-platform integration wrappers for Unity and Cocos-2dx using JNI, C#, and C++, expanding SDK compatibility across game engines and increasing supported development environments by 4x.

- Designed debugging companion app enabling real-time log viewing for integrated applications, accelerating debugging cycles and reducing QA bug reporting time by 50%.

- Created Unity game engine plugin that reduced initial SDK integration time from 1-2 days to under 10 minutes through streamlined developer experience.

Education SACHU

Post-Graduate Diploma   Sep 2024 - Current
Applied Artificial Intelligence & Machine Learning | Cloud Dev-Ops   Waterloo, Ontario, Canada
Conestoga College, Waterloo - Expected completion - Dec 2025

Master of Technology   Aug 2012 - Apr 2014
Software Engineering   Cochin, Kerala, India
CUSAT, Kerala, India

Bachelor of Technology   Aug 2007 - Apr 2011
Computer Science & Engineering   Thalassery, Kerala, India
CoET, Thalassery, India

Personal Projects SACHU

Momentor: Moments worth Mentoring - Built native Android mindfulness journaling application with conversational interface, integrating serverless backend architecture using Python for core logic, PostgreSQL via Supabase for data persistence, and Deno Edge Functions for low-latency AI-powered responses, demonstrating expertise in connecting mobile clients with real-time cloud services. *Android, AI/LLM Integration, Supabase, PostgreSQL, Python, Dino Edge-Functions* | April 2025 - Current

MMDB: My Movie Database - Developed social movie review Android application integrating TMDB API for movie data with Firebase Realtime Database for user-generated content, implementing custom list creation, review sharing, and interactive engagement features including comments and likes. *Android, TMDB API* | July 2020 | Link