

# NIKHIL SHANKAR CHIRAKKAL SIVASANKARAN

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[Youtube](#)

## Professional Summary SACHU

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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

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### Software Development Engineer 3 - Android

Nov 2022 - Feb 2024

Slice, Fintech

Bengaluru, India

- Architected mission-critical UPI payment system using Clean Architecture and MVI patterns, ensuring reliability and performance for 1.5 million daily users handling time-sensitive financial transactions.
- Optimized network performance by reducing latency by 18-20%, directly improving transaction completion speed in a production system where rapid, reliable communication is essential.
- Mentored junior engineers through comprehensive code reviews and technical walkthroughs, establishing coding standards and best practices to maintain system reliability and code quality.
- Enhanced CI/CD infrastructure in AWS Codebuild and optimized Gradle configurations, reducing build times by 40% and operational costs by 70% while maintaining deployment reliability.

### Software Development Engineer 2 - Android

Nov 2020 - Nov 2022

Slice, Fintech

Bengaluru, India

- Engineered real-time chat feature by integrating Socket.IO for client-side communication and collaborating on WebSocket API architecture, enabling seamless bidirectional data transfer for live messaging.
- Designed emoji-shower animation library optimized for performance, reducing memory consumption by 95% through vector reuse patterns, demonstrating expertise in resource-constrained mobile optimization.
- Refactored UI architecture by optimizing Fragment lifecycle management, improving rendering performance through layout reuse and reducing unnecessary view inflation.
- Established multi-module architecture foundation across the organization, enabling scalable team collaboration and parallel feature development while maintaining code isolation and reducing integration conflicts.

### Fullstack Developer Android, iOS, Backend

Apr 2018 - Oct 2019

GreedyGame, Ad-Tech

Bengaluru, India

- Self-initiated and developed iOS SDK from the ground up by learning Swift and iOS development, successfully expanding platform reach and attracting iOS developers to the business.
- Refactored monolithic NodeJS backend into Golang-based microservices architecture, significantly reducing debugging complexity and deployment time while improving system maintainability.
- Implemented Jenkins CI/CD automation pipeline, eliminating 2-3 hours of manual artifact creation effort and streamlining the development-to-deployment workflow.

- Developed comprehensive integration documentation website using Angular JS, reducing developer integration queries and accelerating third-party adoption.
- Established robust testing standards by achieving 90%+ unit test coverage using Mockito after core library refactoring, ensuring SDK reliability and long-term quality assurance.

**Senior Developer | Android**  
GreedyGame, Ad-Tech

Sep 2015 - Apr 2018  
Bengaluru, India

- Developed core Android SDK library with focus on performance optimization and minimal memory footprint, enabling seamless third-party integration while preventing library conflicts.
- Transformed monolithic codebase into modular architecture applying facade, adapter, and mediator design patterns, reducing cross-team conflicts and accelerating parallel development.
- Engineered cross-platform integration wrappers for Unity and Cocos2d-x game engines using JNI, C#, and C++, expanding SDK compatibility to game development environments and increasing addressable market by 4x.
- Designed companion debugging tool app enabling real-time log inspection for integrated applications, reducing QA bug reporting time by 50% and accelerating issue resolution cycles.
- Created Unity plugin that reduced developer integration time from 1-2 days to under 10 minutes, dramatically improving developer experience and accelerating platform adoption.

## Education SACHU

<b>Post-Graduate Diploma</b> Applied Artificial Intelligence & Machine Learning   Cloud Dev-Ops Conestoga College, Waterloo - Expected completion - Dec 2025	Sep 2024 - Current Waterloo, Ontario, Canada
<b>Master of Technology</b> Software Engineering CUSAT, Kerala, India	Aug 2012 - Apr 2014 Cochin, Kerala, India
<b>Bachelor of Technology</b> Computer Science & Engineering CoET, Thalassery, India	Aug 2007 - Apr 2011 Thalassery, Kerala, India

## Personal Projects SACHU

- Momentor: Moments worth Mentoring** - Engineered a native Android mindfulness journaling application with conversational UI, integrated with serverless backend infrastructure using Python, PostgreSQL via Supabase, and Deno Edge Functions for low-latency AI/LLM-powered responses, demonstrating full-stack mobile architecture and real-time cloud integration expertise. *Android, AI/LLM Integration, Supabase, PostgreSQL, Python, Dino Edge-Functions* | April 2025 - Current
- MMDB: My Movie Database** - Built social movie review Android application integrating TMDB API with Firebase Realtime Database for user-generated content, implementing features for custom lists, reviews, comments, and social engagement, showcasing real-time data synchronization and third-party API integration capabilities. *Android, TMDB API* | July 2020 | [Link](#)