

# NIKHIL SHANKAR CHIRAKKAL SIVASANKARAN

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## Professional Summary SACHU

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Versatile Software Engineer with 7+ years building high-performance mobile and backend systems across Android, iOS, and microservices architectures. Architected core payment infrastructure serving 1.5 million users per day, developed cross-platform SDKs integrated by 1000+ apps, and reduced system costs by 70% through optimization. Deep expertise in Kotlin, Java, Jetpack Compose and good exposure with Go, Python and Flutter, with experience scaling products from MVP to unicorn status.

## Professional Experience SACHU

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### Software Development Engineer 3 - Android

Nov 2022 - Feb 2024

Slice, Fintech

Bengaluru, India

- Architected fundamental infrastructure for the UPI payment framework utilizing Clean Architecture and MVI principles, supporting 1.5 million transactions per day as of Feb 2024.
- Restructured complex Gradle and build configurations to create a centralized dependency management baseline, successfully modularizing new component creation and preventing unexpected integration failures in release and production environments.
- Evaluated, analyzed, and improved network efficiency by approximately 18-20%, leading to faster transaction processing times throughout the fintech application.
- Maintained quality standards of deliverables through mentoring Junior developers, conducting thorough code reviews and technical walkthroughs, and promoting adherence to established coding practices.
- Enhanced CI/CD configurations in AWS Codebuild and Gradle settings to decrease build times by 40% and reduce costs by 70%.

### Software Development Engineer 2 - Android

Nov 2020 - Nov 2022

Slice, Fintech

Bengaluru, India

- Architected and built chat functionality by integrating socket io at client side and collaborated on websocket API architecture at backend for seamless realtime data exchange.
- Built a social media feature module as an MVP in 3 weeks for integration into the fintech app for A/B testing.
- Created an emoji-shower library enabling simpler integration of confetti and emoji animations across different teams and decreased memory usage by 95% through reuse of image vectors.
- Improved existing fragments in the codebase thereby boosting UI performance by enabling reuse of already inflated layouts.
- Recognized repeated need for onboarding stories across teams and developed an onboarding status library thereby cutting onboarding feature development time across teams from 1-2 days to half a day.

### Fullstack Developer Android, iOS, Backend

Apr 2018 - Oct 2019

GreedyGame, Ad-Tech

Bengaluru, India

- Spearheaded development of the iOS plugin from the ground up as a personal initiative by acquiring swift and iOS app development skills which was subsequently incorporated as a separate product line in the organization attracting iOS app and game development companies into the business.

- Transformed the monolithic Backend written in NodeJS to microservices based architecture using Golang, which streamlined the development and decreased overall development time, debugging duration, and deployment duration.
- Implemented Jenkins CI/CD pipeline for automating artifact generation thereby eliminating previous manual effort of 2-3 hours.
- Built integration documentation website in Angular JS thereby decreasing integration related inquiries.
- Attained 90%+ unit test coverage using Mockito after restructuring the core library, substantially improving the reliability and ongoing quality assurance of the SDK's essential features.

## Education SACHU

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### Post-Graduate Diploma

Applied Artificial Intelligence & Machine Learning | Cloud Dev-Ops  
Conestoga College, Waterloo - Expected completion - Dec 2025

Sep 2024 - Current  
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 SACHU

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**Momentor: Moments worth Mentoring** - Momentor is a specialized mindfulness journaling application built natively on Android to deliver an optimized, minimalist user experience. The Android client was constructed with a conversational interface for journaling and connected directly with a robust serverless backend. This backend employed Python for core logic, PostgreSQL via Supabase for secure data persistence, and Deno Edge Functions to provide low-latency, philosophy-specific responses from the AI/LLM-powered mentors. This architecture paired a high-performance Android application with advanced AI logic to deliver personalized, real-time guidance. *Android, AI/LLM Integration, Supabase, PostgreSQL, Python, Deno Edge-Functions* | April 2025 - Current

**Fan Fight Club** - Built Fan Fight Club, a multi-variant Android app series using Firebase Realtime Database, featuring celebrity face-offs (Ronaldo vs Messi, Federer vs Nadal, etc.). Designed a scalable build system utilizing Android Gradle flavors and Python automation scripts to produce unique app variants from JSON configurations, facilitating rapid deployment of personalized celebrity battle apps from a single codebase. One of the versions Messi Vs Ronaldo garnered more than a 100 thousand installs with a user review rating of 4.8/5 in playstore. *Android, Python Scripts* | 2019 | [Link](#)