

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 Slice, Fintech	Nov 2022 - Feb 2024 Bengaluru, India
<ul style="list-style-type: none">- Architected mission-critical UPI payment system using Clean Architecture and MVI patterns, reliably processing transactions for 1.5 million daily users with high availability requirements.- Engineered centralized dependency management by refactoring complex Gradle build configurations, eliminating unexpected breaks in production releases and ensuring system stability.- Optimized network performance through profiling and analysis, reducing latency by 18-20% to accelerate transaction completion times in real-time payment operations.- Reduced CI/CD build times by 40% and infrastructure costs by 70% through AWS CodeBuild and Gradle optimizations, improving deployment efficiency for time-sensitive releases.	

Software Development Engineer 2 - Android Slice, Fintech	Nov 2020 - Nov 2022 Bengaluru, India
<ul style="list-style-type: none">- Designed and implemented real-time chat functionality integrating Socket.IO on client side, architecting websocket APIs for seamless bidirectional data transfer in live communication scenarios.- Developed emoji-shower animation library optimizing memory usage by 95% through vector reuse, enabling teams to implement engaging user feedback animations efficiently.- Refactored fragments across codebase to enhance UI performance by reusing inflated layouts, improving responsiveness in user-facing interfaces.- Decoupled cross-module navigation by implementing Navigation Contract Interface with Dependency Injection, eliminating tight coupling and circular dependencies in multi-module architecture.- Established multi-module architecture pattern across organization, enabling scalable team growth and parallel feature development without integration conflicts.	

Fullstack Developer Android, iOS, Backend GreedyGame, Ad-Tech	Apr 2018 - Oct 2019 Bengaluru, India
<ul style="list-style-type: none">- Developed iOS SDK from ground up by learning Swift and iOS development, expanding company's platform reach and attracting new client segments to the business.- Refactored monolithic NodeJS backend into microservices architecture using Golang, streamlining development workflows and reducing debugging and deployment timelines.- Implemented Jenkins CI/CD automation pipeline, eliminating 2-3 hours of manual artifact creation effort per deployment cycle.	

- Achieved 90%+ unit test coverage using Mockito after core library refactoring, strengthening reliability and quality assurance of SDK's essential features.
- Built integration documentation website in Angular, reducing developer support queries and accelerating third-party integration timelines.

Senior Developer | Android

GreedyGame, Ad-Tech

Sep 2015 - Apr 2018

Bengaluru, India

- Built core Android SDK optimized for performance and minimal memory footprint, enabling integration by 1000+ applications with reduced library conflicts.
- Refactored monolithic codebase into modular architecture applying facade, adapter, and mediator patterns, reducing cross-team conflicts and development timelines.
- Created Unity and Cocos-2dx wrappers using JNI, C#, and C++ for Android library integration, expanding compatible development environments by 4x.
- Designed dedicated debug tool application for viewing library logs in integrated apps, accelerating debugging workflows and reducing QA bug reporting time by 50%.

Education SACHU

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

Momentor: Moments worth Mentoring - Engineered native Android journaling application with conversational interface, architecting serverless backend using Python, PostgreSQL via Supabase for data persistence, and Deno Edge Functions for low-latency AI/LLM responses, demonstrating full-stack mobile development capabilities with real-time AI integration. *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, implementing features for custom movie lists, reviews, and real-time user interactions through comments and likes system. *Android, TMDB API* | July 2020 | [Link](#)