Kakumani Mani Shankar

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SKILLS

PROGRAMMING

Languages:
• Advance - Kotlin, Dart, Java, Rust
• Intermediate - JavaScript, Swift

Tools:
• Git • VS Code
• Android Studio • Cursor

Framework & Library:
• Android • Flutter • iOS
• Clean Architecture • CI CD
• BLoC • Riverpod • Graph QL

EDUCATION

IIIT BANGALORE
Executive PG Programme in Software Development
Grad. Sept 2023 | CGPA, 3.65 / 4

SVCET
BTech in Computer Science
Grad. Jan 2021 | CGPA, 6.65 / 10
Chittoor, Andhra Pradesh

LINKS

Github:// **ShankarKakumani**
pub.dev:// **shankarkakumani.dev**

LIBRARIES

inference - ML Flutter Package
Published July 2025 | pub.dev
GitHub - ShankarKakumani/inference
ML inference for Flutter using Rust engines (Candle, Linfa). Supports PyTorch models, HuggingFace integration, and cross-platform deployment.

COURSES

Flutter & Dart - The Complete Guide [2022 Editon]
June 2022 | Udemy
View Credential

SwiftUI Masterclass - iOS App Development & Swift | Udemy
Dec 2022
View Credential

EXPERIENCE

BINARYVEDA | Lead Developer - Android & Flutter
Dec 2021 - Present | Navi Mumbai, India

ANDROID
• Managed a team of **7 high-performing developers**, providing mentorship and conducting code reviews. This leadership role extended across various projects, showcasing a commitment to team development and collaboration.
• Integrated **Jetpack Compose** into existing architecture in early 2022.
• Spearheaded the development of the **Godrej SmartLocks** project, collaborating with the design team to finalize application designs. Utilized **BLE technology** to facilitate communication with the lock, enabling functionalities such as Unlock, Onboarding, and Lock Reset.
• Architected and delivered a companion app for **Simple Energy's Electric Bike**. The project leveraged AWS MQTT, Cognito, GraphQL, Dagger Hilt, Jetpack Compose and **Clean architecture** principles.

FLUTTER
• Established and led a high-performing Flutter development team **from inception**, including hiring developers, defining the base architecture, implementing coding standards, and providing comprehensive training, resulting in successful project execution and team cohesion.
• Built various flutter projects from scratch to production for **iOS**, **Android**, and **Web** (desktop & mobile), mastering cross-platform development and responsiveness. One of the flutter product we built called 'Waya' achieved **500k+ downloads** from Play Store and **12k daily active users**

BINARYVEDA | Android Engineer
July 2021 – Dec 2021 | Navi Mumbai, India

• Developed an image picker and cropping feature from scratch, demonstrating complete ownership and commitment to excellence.
• Developed an Augmented Reality application using **ARCore**, constructing 3D models from images with precision and innovation.
• Took ownership of transitioning from **RxKotlin to Coroutines** within the existing architecture.

DREAMWINNER | Lead Developer
July 2019 – Jan 2021 | Chittoor, Andhra Pradesh
• This project is Built in Java and uses Firebase as a Backend Service. In it's lifetime, this application has been used by **70k+ users** with **5k DAU** at its peak.
• Acted in multifaceted roles including Founder, Developer, Marketing, and overseeing day-to-day operations within the application, demonstrating versatility, adaptability, and a hands-on approach to ensuring the success and growth of the project.

BLOGS

• Route Management in Flutter with GetX. **View**