

# Avikant Saini

## PROFILE

Multi-disciplinary engineering professional with over a decade of experience in mobile software development. Worked as an *architect, software, web, and mobile engineer, interface/experience designer*, with a passion for user-centric design, problem solving, learning, and innovating.

## EXPERIENCE

### **SOLUTIONS ARCHITECT, STAKE PROPERTIES, UAE — 2024-**

Maintaining the growing mobile-first ecosystem and scaling to 1.6M+ users, \$350M+ in transactions. Design, architect and support development across multiple agile teams.

### **SENIOR SOFTWARE ENGINEER, STAKE PROPERTIES, UAE — 2021-2023**

Built mobile and web user-facing applications for fractional real-estate investing. From launch to first 100k users.

### **SENIOR SOFTWARE ENGINEER, LIEF CARE, UK — 2020-21**

Developed an interconnected Staff and CYP management system for care homes, oversaw foundational architecture, and lead a group of engineers.

### **PRODUCT ENGINEER, THINKERBELL LABS, INDIA — 2018-20**

Developed tools for Annie learning ecosystem such as analytics suite, interfacing with refreshable braille displays hardware, live monitoring and RTC over internet. Supported in presentations, media and marketing.

### **SOFTWARE ENGINEER (INTERN), BLUESTONE, INDIA — 2018**

Experimented and developed prototypes for react native in existing mobile applications.

### **PRODUCT ENGINEER (CONTRACT), BOUND, USA — 2017**

Built a cross-platform real-time location based meet-up management system.

### **SOFTWARE ENGINEER (CONTRACT), DIGITAL DHOBI, INDIA — 2016-17**

Developed mobile application for a hyper-local laundry operations system.

### **ORGANISER/EVENT HEAD, LUGM, MUPY — 2014-17**

Co-founded and organised a python developers conference at our university, Held workshops on open source, development at tech and cultural festivals.

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## EDUCATION

B.E. (Computer Science) – Manipal Institute of Technology (CG 3.5/4)

ISC (Hons.) (Sci/Math/Comp) – City Montessori School (96% avg.)

## ADDITIONAL PROJECTS

IKEA Word Games (2023), Fun collection of browser word games based on IKEA product names. Localised to 18 countries.

Virtual Braille Typing (2020), Learn to type in braille within your browser.

ARSRP (2017), an augmented reality based mini-game made to test out the newest features of ARKit in iOS 11/Swift 3.

hello friend (2016), a Q/A intelligent assistant that operates through SMS; Made in less than 24 hours. (Top 10 teams at Microsoft's code.fun.do SHOWCASE, 2017)

ATV Series (2016), a native desktop application to manage a list of TV series, with tracking, reminders, and recommendations.

Samaritan (2016), an attempt to make an intelligent system with machine learning, voice recognition and natural language processing.

Meme Maker (2015), an open source application on iOS and macOS for generating "memes". Over 50k downloads.

## SKILLS

Solutions Architect – *Maintain and support technological projects and engineering processes for a growing organisation*

Mobile Development – *React-Native, iOS (Swift, Obj-C), Android (Java, Kotlin), etc.*

Full Stack Modern Web Technologies – *React, Express, Node, MongoDB, Next, etc.*

User Interfacing and Experience – *Web and Mobile; Design and development for speciality accessible platforms like display-less refreshable braille displays.*

Hardware Interfacing – *IoT devices and networking*

Media – Photography (*Product, Event, etc.*), *Editing, Video, Presentations, etc.*

## CONTACT

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