

Gunveer Sandhu

Mobile Product Engineer | Android • iOS • Flutter | Architecture, Reliability & Shipping

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SUMMARY

Mobile Product Engineer with **5+ years** across native Android, native iOS and Flutter, including **3+ years of commercial Flutter**. Led two developers while delivering five production Android apps, including RailYatri and InCity with **5M+ combined users**. Raised InCity crash-free usage from **92% to 98%**, stabilized a Flutter POS fleet across **2,000+ devices** and owned a native iOS product's first App Store launch in **about three months**. Combines hands-on Kotlin/Java, Swift/SwiftUI and Flutter/Dart delivery with product judgment and end-to-end ownership across architecture, user journeys, APIs, data, subscriptions, applied AI and production releases.

PROFESSIONAL EXPERIENCE

Independent Product Engineer

Nov 2025 - Present

NoRing | Native Android call and SMS protection | Google Play | 30 languages

- Shipped NoRing to **Google Play in under 1 month**. Moved provider IPC off the decision path for **~100 ms** call-screening decisions on warm devices; enforced a **4.5-second fail-open budget** within Android's 5-second deadline. Reached 200+ users without advertising.
- Kept SMS/MMS content on-device with a **ten-category classifier and explicit user overrides**; built reactive **Kotlin/Jetpack Compose and Room/DataStore** state that recovers across process recreation, default-SMS role changes, multi-SIM handling and partial provider failures.
- Shipped **10+ Google Play production releases** within the first 3 months; used **WorkManager** for imports, retries and post-call learning, and integrated **Play Billing, Play Integrity and Crashlytics**.

Cosmicly | Flutter iOS/Android journal | Available on the App Store and Google Play

- Designed and built Cosmicly end to end across **Flutter iOS/Android**, TypeScript/Deno APIs and Supabase/PostgreSQL, reaching release readiness in **about 2-4 months** with **10+ builds** across both platforms. Owned private journals, authentication, subscriptions, push notifications and five-language localization.
- Enforced data access with **Row-Level Security** and made **RevenueCat webhooks idempotent** to tolerate repeated subscription events; used versioned migrations, automated client/backend tests and separate staging/production CI for controlled releases.
- **Separated deterministic calculation from generated interpretation**: built a Vedic astronomy engine for planetary positions and timing, then layered **nine schema-constrained Gemini text/vision workflows** over its results.
- Engineered recovery from timeouts and malformed model responses with workload-specific routing, regional fallbacks, bounded retries and JSON recovery; instrumented **token use and cost per feature** to expose operating tradeoffs.

SpellType | Native macOS autocomplete | Swift and on-device AI

- Designed and shipped SpellType from prototype to **public release in about 3 months**: autocomplete across **10 writing apps on 8 GB Apple Silicon Macs** through app-specific Accessibility integrations, without Screen Recording or cloud inference. Reached 500+ users without advertising.
- Designed **typed adapters, engines and runtimes** to isolate host access, product logic and inference, informed by **AI-assisted probes and experiments** on text/caret behavior across apps. **Revalidated live drafts and insertion positions** to reject stale or misplaced suggestions.
- Reached **sub-200 ms median suggestion latency on warm eligible requests** with KV-cache reuse, idle prewarming and one-ahead generation; used **Swift Concurrency** to cancel superseded inference.
- Chose a **base causal model** to continue writing rather than answer instructions; adapted OLMo 2 1B with **16-layer LoRA** on **1,680 cursor-position examples**. Evaluated **200 held-out cases** against an **unadapted 8-bit control** to isolate fine-tuning from quantization, with separate training/validation/test data and validation-loss checkpoint selection.
- Built model distribution and release systems covering Developer ID signing, notarization and **signed updates**; added **automated architecture checks and content-free diagnostics** without logging users' writing.

Mosaic | Production point-of-sale product | Flutter

- Stabilized a Flutter POS fleet across **1,000+ locations** and **2,000+ devices**, reducing fleet-wide ANR/crash incidents from **several per day to a few per week**. Combined Firebase/ANR telemetry, JavaScript diagnostics and direct customer support to isolate WebView failures on low-end Android hardware.
- **Designed and delivered an incremental migration** instead of a full rewrite: validated the architecture with login in Flutter, then migrated heavy end-of-day calculations out of JavaScript while **preserving on-device processing**. Delivered over about 6-8 months through **10+ production releases**.

Olly | 0-to-1 fertility and ART/IVF companion | iOS

- Moved from **Android to native iOS** and owned **first App Store launch in about 3 months**, before adopting AI-assisted development. Over about 5 months in a five-person international team, shipped **10+ builds including TestFlight**; product promoted at **CES 2024**.
- Built medication, appointment and medical-record workflows with **SwiftUI/UIKit**; aligned API contracts and asynchronous UI state with two backend engineers and a technical lead. Integrated **Apple Health**, document handling and three-language localization using reusable components and Swift Concurrency.

GreyMonk | AI-powered engineering intelligence | Web

- Built **TypeScript/React dashboards** that turned code, delivery and team-performance data into navigable insights. The product supported **100+ engineers across 10+ projects**, with roughly **5,000-10,000 commits and pull requests combined per month**.
- Defined **API contracts and frontend data models** with backend engineers; handled **asynchronous REST state** and translated engineering signals and AI-generated insights into consistent team/project views.

Mobile Application Developer (Android) | RailYatri

Sep 2021 - Sep 2023

Stelling Technologies | RailYatri and IntraCity SmartBus

- **Led two developers** while building and maintaining **five production Android apps**, remaining hands-on across architecture, networking, persistence, automated tests and releases. RailYatri and IntraCity had a **combined total user base of 5M+**.
- Initiated reliability improvements that raised **IntraCity crash-free usage from 92% to 98%** over about 6-12 months and **20+ production releases**. Modernized **Java to Kotlin** with MVVM/MVI, Coroutines/Flow, local persistence and modular Gradle; used production profiling to prioritize fixes.
- Turned around a **failed government security audit** on the live RailYatri app: implemented nearly all fixes across **about 15 findings** with one teammate and **passed reassessment in 10 days**. Addressed secure storage, exposed components, dependency risks, obfuscation and device integrity.
- Initiated booking-flow improvements, implementing **3 tracked A/B experiments**, interaction-event instrumentation and experiment logic. Contributed to a two-year product/design program that improved **home-to-payment conversion by roughly 26% cumulatively**.

TECHNICAL SKILLS

Mobile & client: Android, Kotlin, Java, Jetpack Compose, MVVM/MVI, Coroutines/Flow, Room/SQLite, DataStore, WorkManager; iOS, Swift, SwiftUI/UIKit, Swift Concurrency, macOS; Flutter, Dart.

Web, backend & delivery: TypeScript, React, Deno Edge Functions, PostgreSQL/Supabase, REST APIs, authentication/RLS, webhooks, automated tests, CI/CD and observability.

Applied AI & AI-native development: Python/MLX, LoRA, quantization, on-device inference, LLM evaluation, Gemini/Vertex AI, structured outputs, model routing; agentic research, prototyping, code/test generation, debugging and review.

EDUCATION

B.Tech, Computer Science Engineering | Jaypee Institute of Information Technology, Noida | 2017-2021

LANGUAGES

English: Near-native proficiency