

Birju Vachhani

Lead Software Engineer · Flutter & Full-Stack

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India · open to remote · overlaps US & EU hours

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SUMMARY

Senior/Lead Flutter engineer with 8+ years shipping production mobile, web and desktop products and the Dart backends behind them. Core engineer (1 of 2) on an AI app builder; earlier led a Flutter team that shipped 80+ white-label apps. Open-source author with **1,800+ pub.dev likes** across widely used Flutter packages. I gravitate to the hard, complex problems others avoid, with a track record of making products measurably faster and more reliable.

CORE SKILLS

Flutter & Mobile	Flutter (mobile, web & desktop), BLoC / Cubit, Provider, MobX, get_it (DI), platform channels & plugins, responsive UI, theming, accessibility, i18n
Testing & Architecture	Unit, widget & integration testing, Clean Architecture, MVVM, SOLID, dependency injection
Languages	Dart, Kotlin, Java, Android (native)
Backend & Infra	Dart / Shelf servers, Firebase / Firestore, GCP Cloud Run, Cloudflare (CDN / Workers / R2), Docker, Nginx, Protobuf, REST, WebSockets, OAuth
CI/CD & Release	GitHub Actions (self-hosted runners), Codemagic, Fastlane, code-signing & notarization, Play Store & App Store releases
AI	Claude Code, Codex, MCP, Agent Skills, Agentic Workflows, Prompt Engineering

EXPERIENCE

Lead Software Engineer

Jun 2021 – Present · Remote

Codelessly Inc.

Codelessly AI

Jan 2025 – Present

AI app builder - an agent that designs, builds, previews & ships production Flutter apps for web, mobile & desktop from a prompt

- As one of just **two core engineers** under the founder, entrusted with **end-to-end development of the product**: owning architecture, key technical decisions, code review and mentoring across a **7-8 person** remote India/US team.
- **Led the initial architecture and front-end build** from MVP, and designed a **single codebase that powers desktop, web, and fully-remote (cloud) modes** - cutting tech debt and making every new feature faster to ship.
- **Cut debugging and investigation time 70%** and **spun up new servers 3x faster** by **building and operating the entire backend** (a fleet of Dart servers, reverse proxies and CI/CD pipelines) with **custom live-monitoring dashboards** and automated provisioning.
- **Scaled live-preview capacity from 65K to 200K sessions** and cut load times up to **6x faster** (first loads 1-2 min to ~30s, return loads 60s to 10s) by **building the on-demand app-preview engine** (a live Flutter server per user, routed to the internet) and tuning global CDN caching.
- Built **advanced web-based mobile simulators** (theming, safe areas, live code injection for a native feel) plus a **companion mobile app** with QR scanning and deep linking for edge-to-edge, on-device preview - essentially **"Expo Go, but for Flutter."**
- Enabled **one-click preview hosting and deployment** (Vercel, Netlify, Firebase Hosting, GitHub Pages) and Android & iOS release through Codemagic CI/CD by **architecting 10+ OAuth integrations**.
- Designed the **tools that let the AI act on the user's behalf** - asking questions, requesting permissions on demand, using integrations and dev tooling, and handling media via clipboard, drag-and-drop and file selection.
- **Cut network traffic 3x and storage 60%** with **2x faster project loads** by moving to Protocol Buffers with granular, chunked updates, and added **resumable remote sessions** and **snapshot-based undo/rollback**.

EXPERIENCE (CONTINUED)

Codelessly Editor & SDKs

Jun 2021 – Jan 2025

No-code, Figma-style builder that lets anyone design apps visually and publish them as live Flutter apps via an SDK

- **Designed and built the Variables & Conditions system** solo - the visual tools that let non-coders add business logic, app states and dynamic data - plus the **runtime that executes it** in published apps.
- **Built a full Postman-style API playground** in the editor, letting users wire live APIs into their apps with dynamic variables (and web proxies to make it work in the browser).
- **Designed and built the Components & Variants system** - Figma-style reusable components that auto-update everywhere, and variants that switch a design's layout or state based on logic.
- **Led the built-in user database** and built its **management UI** - a NoSQL document view and a spreadsheet-style table view over Firebase Firestore - so users can power apps with their own data.
- **Lifted generated code quality ~70%** to match human-written code by **building the design-to-Flutter code-generation engine** with automatic code-cleanup, plus GitHub integration for version control and preview deployments.
- **Led core SDK projects and shaped its public API**, mapping editor features to runtime behavior and setting code-quality standards; extended the SDK for **server-driven UI** with embedded logic and live previews.
- Elevated the **editor canvas experience** - Figma-like move/resize, drag-and-drop, cross-project copy-paste, an interactive actions system, custom color pickers and image-cropping tools, shared asset/component libraries, and a pixel-faithful product redesign.

Software Engineer to Sr. Software Engineer to Lead Engineer

Jun 2018 – Jul 2021 · India

Simform Solutions

- **Shipped 80+ white-label branded apps** across iOS & Android and **cut new-app publishing from 2-3 hours to 30 minutes** by **pioneering the company's Flutter practice, leading a 2-engineer Flutter team** for Flamingo (a white-label resident-engagement platform), and building an in-house CI/CD and store-deployment desktop tool (Fastlane).
- Built core Flamingo features - workout video playback with leaderboards, a service-requests & appointments module, and a social feed with rich-text posts - and **migrated the app from Xamarin to Flutter**.
- **Owned the ProximiPRO Engage SDK (Android) end-to-end**, a beacon / geolocation / QR proximity engine with analytics, dual-mode battery optimization and Doze compatibility; **guided the React Native and iOS SDK teams**.
- **Built BLE/IoT, kiosk and civic apps**: a custom Android OS kiosk fleet with OTA updates and remote restart, a solo-built driver-safety lockdown, a native beacon library bridged into React Native, and a build for the **City of Los Angeles**.
- **Two-time "Best Performer" of the Mobile department**; mentored juniors, ran code reviews, task handoffs and project estimation, set **department-wide standards** for code quality, testing, CI/CD and architecture, and gave in-house Kotlin talks.

OPEN SOURCE & COMMUNITY

🔗 **adaptive_theme** Dynamic light/dark & system theming for Flutter · **951 likes**

🔗 **hyper_effects** Effects & animations for Flutter · **346 likes**

🔗 **flutter_box_transform** Box transform/resize widget, co-authored · **120 likes**

🔗 **spider** Type-safe asset code generation · **388 likes**

MORE WORK

🔗 **Hyper Zones (co-founded)** Time-zone management for remote workers, global teams, and distant friends and family.

🔗 **Target Mate** A Toggl Track companion for managing working hours and hitting monthly goals.

🔗 **Pluto** A beautiful, minimal new-tab page for Chrome and Edge with elegant widgets.

🔗 **Dream Council (co-founded)** A council of AI minds examining complex questions through structured deliberation.

🔗 **Vouchy** Vouchers, gift cards and coupons in one place; privacy-focused and fully offline.

🔗 **Club** A self-hosted Dart & Flutter package repository; your own private pub.dev.

EDUCATION

Bachelor of Engineering, Information Technology

2014 – 2018

Gujarat Technical University, India · 8.71 CGPA

Department topper

RECOGNITION & CERTIFICATIONS

- Google Certified Associate Android Developer
- **Two-time "Best Performer of the Department"** award at Simform
- **Open-source author** · 1,800+ pub.dev likes across published Flutter packages