

Birju Vachhani

Lead Software Engineer · Flutter & Full-Stack

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Open to remote · global time zones

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SUMMARY

Software engineer with 8+ years building complete products: mobile, web, and desktop applications along with the systems that run them. What I enjoy most is taking a feature from a blank page to a finished, working product, and helping a small team do their best work along the way. I am drawn to the difficult, complex problems that others tend to avoid, and I have a track record of making products noticeably faster and more efficient. I also contribute to the wider developer community through open-source work that many people rely on every day. I am looking for a remote role where I can lead, build, and continue to grow.

CORE SKILLS

Languages & Frameworks	Dart, Flutter for desktop, mobile and web, Android, Kotlin, Java
Backend & Infra	Dart / Shelf servers, Firebase / Firestore, GCP CloudRun, Cloudflare (CDN / Workers / R2), Docker, Nginx, Protobuf, REST, WebSockets, OAuth
CI/CD & Release	GitHub Actions (self-hosted runners), Codemagic, Fastlane, code-signing & notarization, Sparkle
AI	Claude Code, Codex, MCP, Agent Skills; Agentic Workflows, Prompt Engineering

EXPERIENCE

Lead Software Engineer

Jun 2021 – Present · Remote (US)

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 remote India/US team; repeatedly named the company's "most valuable asset."
- **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.
- **Architect, implement, and handle the entire backend** — a fleet of Dart servers, reverse proxies, and CI/CD pipelines — and built **custom live-monitoring dashboards** for servers, sessions, live logs, uptime, versions and updates that **cut debugging and investigation time 70%**; automated setup scripts **spin up new servers 3x faster**.
- **Built the on-demand app-preview engine** that launches a live Flutter server for every user and routes it to the internet — **scaling theoretical capacity from 65K to 200K sessions** — and tuned global CDN caching to take first loads from **1-2 min to ~30s (2x faster)** and return loads from **60s to 10s (6x faster)**.
- 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."**
- **Architected 10+ OAuth integrations** giving users **one-click preview hosting and deployment** to Vercel, Netlify, Firebase Hosting and GitHub Pages, plus **Codemagic CI/CD** to build and release mobile apps for Android & iOS.
- 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 — making setup and integrations effortless.
- Made the experience **fast and resilient: 3x less network traffic** (Protocol Buffers + granular updates), **2x faster project loads with 60% less storage**, **resumable remote sessions** with full lifecycle management, 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

- **Single-handedly designed and built the Variables & Conditions system** — the visual tools that let non-coders add business logic, app states and dynamic data to their designs — plus the **runtime that executes it** in published apps.
- **Single-handedly 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 single-handedly built its management UI** — both a NoSQL document view and a spreadsheet-style table view over Firebase Firestore — so users can power apps with their own data.
- **Led the design→Flutter code-generation engine** with automatic code-cleanup — **lifting code quality ~70% to match human-written code** — plus GitHub integration for version control and automatic 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 → Sr. Software Engineer → Lead Engineer

Jun 2018 – Jul 2021

Simform Solutions

- **Pioneered the company's Flutter practice and led the Flutter team for Flamingo** — a white-label resident-engagement platform for apartment communities — shipped as **80+ branded apps** across iOS & Android; built an in-house CI/CD pipeline and desktop tool automating app registration, build and store deployment (Fastlane), **cutting new-app publishing from 2-3 hours to 30 minutes**.
- 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, 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** "Industry-leading" box transform/resize, 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
- Trusted by leadership with end-to-end product ownership at Codelessly