Ankur K

Senior Software Engineer
Helsinki

Meet Ankur, he is an accomplished Software Engineer with an impressive 8-year track record in solving complex challenges within the Mobile platform, spanning both the Indian and European landscapes. His professional journey has seen him excel in diverse domains like Maps, Drones, and EdTech, where he consistently engineers innovative solutions to drive organizational success.

My passion for open-source projects and unwavering commitment to collaboration, innovation, and knowledge-sharing sets me apart. I thrives on tackling intricate problems making him the ideal candidate to lead complex projects.

Experience

Senior Software Engineer

Kontraktori Group Oy | 06/2025 –
Working as an external Senior Developer for Wolt.

Senior Software Engineer

F-secure | 11/2023 – 05/2025
Being part of scam protection team, I designed and developed messaging protection system leveraging LLM models resulting to detect potential scams in incoming messages. Developed Breach News feature that identifies and alert users about potential security breaches. Worked extensively on F-secure SDKs and developed user-friendly, scalable android APIs for customers like Verizon and AT&T

Technologies Used:

Kotlin, Android, Java, Jetpack compose

Senior Software Engineer

Mapbox Oy (Helsinki, Finland) | 06/2021 - 09/2023

I worked on the development and maintenance of versions 11 and 10 of the Android Maps SDK. Achieved a 40% performance improvement for GeoJSON by introducing partial API updates for large data sources and implemented key features like 3D, camera, and custom animations to enhance usability and stability. Developed performance benchmarks to compare older versions with the newly implemented ones and co-developed code automation for Kotlin using
EJS-6. Implemented internationalization (i18n) features, enabling users to update map tile languages and worldviews, and collaborated on building a Compose app integrating Mapbox Map through Jetpack Compose. (https://github.com/mapbox/mapbox-maps-android)

Technologies used:
Kotlin, Android, Java, Jetpack compose, C++, NDK, Git, Javascript

Software Engineer

Tori.fi (Helsinki, Finland) | 04/2020 - 05/2021

Worked on Android development team for tori.fi (Schibsted Media Finland). I contributed significantly by creating a Messaging Library enabling seamless in-app communication. Achieved a 90% reduction in crash rates on Huawei devices lacking Google services, ensuring broader compatibility and stability. Transitioned the entire application codebase from Java to Kotlin, enhancing maintainability and modernizing the code. Additionally, implemented the Schibsted login flow and integrated the organization's newly introduced GDPR policy, aligning the application with legal compliance and user data protection standards.

Technologies used:
Android, Kotlin, Compose, Java

Software Developer

Thirdspaceauto oy (Helsinki, Finland) | 03/2018 - 03/2020

At Thirdspaceauto, I contributed to ByDrone, a drone delivery service in Helsinki, by coordinating 30 drone deliveries at Aalto University. Together with the team we implemented remote drone tracking by transmitting Mavlink data to AWS servers and integrated Pixhawk hardware with Raspberry Pi to enable seamless data transfer for drone operations. I developed the ByDrone beta app in Kotlin, applying clean architecture with MVVM, Dagger, RxJava, and Jetpack components. I also integrated libraries like ButterKnife, Retrofit, Glide, and Google Maps APIs, ensuring seamless and scalable user experience for customers and restaurants.

Technologies used:
Python, Java, Kotlin, Robotics operating system.

Mobile Developer

Noon Academy | 03/2017 - 02/2018

Worked on Android development team for noon academy (https://www.noonacademy.com/). The application enabled students to access high-quality education through distance learning. Designed and developed an Android application from the ground up, incorporating socket communication for real-time data exchange and leveraging Canvas APIs to render dynamic drawings of geometric and mathematical figures with high performance.

Technologies used:
Android, Java, Swift

Robotics Manipulator and Rover

An integrated robotic system that uses an Intel RealSense D435i camera to perform real-time object detection using computer vision techniques, running on ROS Noetic. The system features a ros node for controlling a 4-DOF robotic arm with inverse kinematics, and python nodes handle computer vision tasks   and trajectory planning. A pick-and-place pipeline demonstrates practical applications by identifying, grasping objects on a workspace, with both position and orientation control.

Technologies used:
Robot Operating System, Computer Vision, Python, C++

Education

Bachelors of Electronics and Communication
Jaypee University of Engineering and Technology 2008 -
2012
7.4 GPA

Languages

English Fluent

Finnish Beginner, evolving

Key skills chart

Skill	***** very strong	**** strong	*** average	** mediocre	* some experience	Years of work experience	Last time used (m/y)
Android	X					~ 8 years	06/2025
Kotlin	X					~ 5 years	06/2025
Java	X					~ 8 years	06/2025
SDK Development	X					~ 4 years	06/2025
REST Api	X					~ 7 years	06/2025
Server-Driven UI		X				~ 5 years	06/2025
CI/CD	X					~ 7 years	06/2025
Coroutines	X					~ 3 years	06/2025
Koin	X					~ 4 years	06/2025
Jetpack Compose		X				~ 3 years	06/2025
MVI & Modularization		X				~ 5-6 years	06/2025