ARUNA NUWANTHA

SOFTWARE ENGINEER

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PROFILE

I'm a highly skilled software engineer with **3+ years of experience** developing and designing robust software solutions using Java, Scala and JavaScript. As a computer engineering graduate, I possess a strong foundation in computer science principles, algorithms, and data structures.

EXPERIENCE

SOFTWARE ENGINEER

Pagero AB, Göteborg, Sweden (Remote)

July 2021 - Present

- · Developed and maintained microservices using Java and Scala, ensuring scalability and high availability.
- Worked extensively with **relational** databases and distributed **non-relational** databases to manage and optimize data storage solutions.
- · Implemented functional programming principles to enhance code reliability and maintainability.
- Established Service Level Objectives (SLOs) for critical areas of services.
- Experienced in performing time critical and mission critical tasks in the full System Development Life Cycle (SDLC) and Agile (Scrum) Software Development Processes.
- · Demonstrated strong problem-solving and troubleshooting skills with a logical mindset and analytical skills.
- Built responsive and interactive front-end applications using React.js, and Java Wicket framework improving user experience and interface functionality.
- Leveraged Spring Boot to create robust and efficient back-end services, facilitating seamless integration and performance.
- Integrated Elastic Search for advanced search capabilities, enhancing data retrieval and analytics.
- Technologies: Java8, Java17, Scala2, JavaScript, React.js, Spring Boot, Cassandra, Elastic Search, Elassandra, PostgresSQL, Java-Wicket, Promethues, Grafana, RabbitMQ

R&D ENGINEER INTERN

Synopsys (PVT LTD)

Jan - June 2021

- Worked on the ZEBU emulator verification group.
- Involved with three major projects (ACA dashboard, Jira Tracking dashboard, and Code Ownership Tool)
- Technologies: Python, PHP, Javascript, MySQL, Bash, Csh, PerForce

EDUCATION

University of Peradeniya 2017- 2021

B.Sc. Engineering (Hons.)

Specialized in Computer Engineering

GPA: 3.5/4.0

Saranath College 2008-2016

G.C.E Advanced Level Examination

Z score - 1.8403

G.C.E Ordinary Level Examination - 9As

PROJECTS

JUNK FURY () 2024

Junk Fury is an immersive 2D game designed to raise awareness about the urgent global issue of sea pollution for hackathon.

Technologies: Flutter, Flame

PIXELIN ② 2023

Web application that allows multiple users to collaboratively create pixel art in real-time.

Technologies: TypeScript, NextJS, Prisma, PostgresSQL, Next-Auth

XAMIT 2023

mobile application designed to provide users with an engaging platform for taking quizzes on various topics. The app offers a wide range of quizzes, tracks user progress, and includes interactive features to enhance the learning experience.

Technologies: Flutter, Firebase, Bloc

SMART PILL MANAGER 🕥

2021

Make a device and website to inform you when to take medicines and which number of pills you need to take at that time.

Contribution: Developed the REST API and Frontend and deployed them to the Azure cloud.

Technologies: React, Node.Js, MongoDB, Arduino, Python

Techniques: MQTT, Fingerprint Authentication, JWT, Cloud Computing

CONFIGURABLE ECU EMULATOR ()

2021

Build a Configurable Electronic Control Unit Emulator for digital twins in the automobile industry.

Contribution: Research and Development

Technologies: C/C++

HOSPITAL MANAGEMENT SYSTEM ()

2020

Web application and Native mobile application with a Database management system.

Contribution: Developed the backend and relational database of the website.

Technologies: HTML, CSS, MySQL, PHP, Flutter, Dart

CPU IMPLEMENTATION

2020

Implemented 8-bit ALU with memory management that can execute a binary code with given Instruction Set Architecture such as add, sub, and, or, j, loadi, beq, etc.

Contribution: Designing the data path, Implementation of the processor

Technologies: Verilog HDL

DATING SITE FOR PETS

2020

Online dating Web Application which can include pet details for hackathon competition.

Contribution: Frontend Implementation

Technologies: React, Firebase

MINI PROJECTS

Auction Server: Implemented a sample server that can be used by clients to bid for items in a stock exchange.

• Techniques: Java, Threads, Synchronization primitives, Sockets, OOP, and Collections

Mind Relaxing Game: Implemented Light Pattern Identifier game using Arduino.

• Technologies: MATLAB, Arduino

Card Reader: Implemented mobile app to recognize the scratch card numbers

• Technologies: Flutter, Firebase ML Text recognizer

Bike Renting System: train a Machine Learning model so that we will be able to predict the number of bicycles needed each day.

• Technologies: Python, Numpy, Pandas, Regression ML Model

PathFinder: Line following robot using basic electronic components

TECHNICAL SKILLS

Programming Languages:

JavaScript, Java, Scala Python, Dart, PHP

Web Development:

React.Js, Express.Js, HTML, CSS, Node.Js, Next.Js

PostgresSQL, Cassandra, MYSQL, MongoDB

Mobile Development:

Flutter, React- Native, Android studio

Cloud Computing: GCP, AWS, Heroku

Operating Systems: Linux, MacOs, Windows

Version Control: Git, PerForce

ACHIEVEMENTS

Global Gamers Challenge Participant Completed the Global Gamers Challenge with the development of Junk Fury, demonstrating skills in game design and implementation.	2024
Synopsys Code Engine contest Second runner up (from 200+ competitors)	2022
Google Code Jam Round 2 world rank: 3996 (from 90000+ competitors)	2021
Google Hash Code Round 1 world rank: 5563 country rank: 11 (from 125000+ teams)	2021
ACES Coders v8.0 - UoP country rank: 21 (200+ Teams)	2021
94DEV Coding Competition country rank: 4 competitive programming	2021
Finalist - Hackthon UoP project: Dating website for pets	2019

CERTIFICATIONS

Microsoft certified Microsoft Azure Fundamentals	2021
Issuer: Microsoft corporation	
Flutter Development Bootcamp with Dart	2021
Issuer: Udemy	
Data Scientist Program	2021
Issuer: Data insight	
Cisco certified Programming Essentials in Python	2021
Issuer: Cisco Networking Academy	
Arduino Platform and C Programming	2020
Issuer: University of California, Irvine Coursera	
Data Structures and Algorithms Specialization	2020
Issuer: UC San Diego Coursera	

EXTRA-CURRICULAR ACTIVITIES

ACTIVITIES	
Committee Member	2022
Organizing committee of ACES Coders v9.0	
Committee Member	2019
Knowledge without Borders Society	
University of Peradeniya	
Active Member	2019
Aces organization University of Peradeniya	
Active Member	2019
Hackers club University of Peradeniya	
Committee Member	2018
Gavel club I University of Peradeniva	

REFERENCES

MR. SAJITH SILVA R&D Director

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