

Asel Kitulagoda

First Class Honours Computer Science Graduate

Currently looking for work in the field of software engineering. Experienced Java and Python programmer and part of an application development team at university, now looking to develop skills in the workplace as to build a career as a Software Developer. Already accustomed to develop projects with autonomous devices in the workplace. Looking to develop myself more through work and gain key skills from a job which would hopefully form the roots for a successful career in the future.



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SKILLS

Java Android

Python(Anaconda,ML)

C# (Unity) C++

Databases(Oracle,MySQL,Postgres,SQLite)

Testing(JUnit,Mockito)

JavaScript(Vue.js,TypeScript,NodeJS)

Spring Boot,Express

Containerisation(Docker)

HTML,CSS,Bulma

Atlassian Tools
(Crucible,Bitbucket,Jira)

Circle CI,Heroku,GitHub pages

Gitflow C,XC

IDES(IntelliJ,Visual Studio,Android Studio)

LANGUAGES

English
Native or Bilingual Proficiency

Sinhala
Native or Bilingual Proficiency

French
Limited Working Proficiency

EDUCATION

BSc Computer Science - First Class Honours

University of Bristol

09/2017 - 06/2020

Modules include:

- Databases and Cloud Concepts (85%)
- Functional Programming (68%)
- Machine Learning (75%)
- Web Technologies (80%)
- Computer Architecture (78%)
- Software Product Engineering (74%)
- Computer Graphics (80%)
- AI with Logic Programming (90%)

A-Levels

Great Baddow High School

06/2015 - 06/2017

Subjects include:

- Mathematics (A*)
- Chemistry (A)
- History AS (A)
- Physics (A)
- Further Mathematics AS (A)

WORK EXPERIENCE

Teaching Assistant

University of Bristol

09/2019 - 06/2020

Teaching Assistant for Software Product Engineering (Second year unit)

Bristol

Achievements/Tasks

- Worked as scrum leader and mentor for several agile programming teams at university.
- Responsibility to make sure team goals are met and to provide technical advice to students.
- Oversee team progress using project management tools such as Jira.

Advanced Systems Intern

Boeing Defence UK

06/2019 - 09/2019

Worked with established software engineers and architects using agile practices

Bristol

Achievements/Tasks

- Worked on developing containerised front-end applications using Vue, Buefy, Docker and Leaflet.js as well as managing my tasks using agile boards with Jira.
- Interfaced with bespoke API in order to develop a System Management Component for a specialised hardware platform to enable maritime data collection using Java and Shell.
- Developed means to convert maritime data into a usable format to allow analysis.

CERTIFICATES

Best Fitness Hack at Bristol University and Boeing Wellbeing Hackathon (04/2019)

Also participated in Bloomberg Codecon 2018, Bristol Game Jam 2018 and Google Hashcode 2019

Final Year Games Project (10/2019 - 06/2020)

First Class result for Final Year Games Project - based on HTC Vive VR Technologies, 3D Drawing and Object Detection.

PERSONAL PROJECTS

Chroma - VR Puzzle Game

- VR puzzle game based on 3D drawing. This project relies heavily on 3D drawing, object recognition, modelling and collision physics to create an immersive experience which allows users to draw to solve puzzles.

Bristol Buddies - Social App

- worked for the University of Bristol as part of a team to develop a social space for international students to congregate when they first arrive and acclimatise to university life with the help of a buddy through an Android application and web service using Spring.