

# CHOXMI SATHSARA

H/18, PUNCHIMADAWALA, KITHULGALA, SRI LANKA.

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I passionately seek a position to utilize my skills and abilities in the innovative Information Technology arena that offers professional growth while being resourceful and flexible to the company and the industry. By doing so, I expect to enhance my capabilities and talents further, by being a change agent.



## WORK EXPERIENCE

### **PARAOUM TECHNOLOGIES – SRI LANKA**

#### ***Senior Software Engineer (Full-time)***

AUGUST 2021 – PRESENT

#### ***Software Engineer (Full-time)***

SEPTEMBER 2018 – AUGUST 2021

**Tasks** – Analyzing and shaping network traffic, 40G bandwidth implementation, Developing new building, bundling and packaging structures, Developing data streaming and event handling mechanism for applications, Contributing and managing ISP user data consumption system

**Skills** – Node.js, Redux, Jenkins, Linux, C++

### **LOONS LAB – SRI LANKA**

#### ***Senior Software Engineer (Part-time)***

MARCH 2019 – PRESENT

**Tasks** – Developing E-commerce sites and plug-in developments, AR/VR mobile application development, Game development

**Skills** – PHP, Shopify, WordPress, Unity, Blender, React, Node.js, MongoDB, Flutter

### **K SOFT PVT. LTD. – SRI LANKA**

#### ***Lead Developer (Part-time)***

DECEMBER 2018 – PRESENT

**Tasks** – Cross platform mobile application development, Web back-end development

**Skills** – PHP, Flutter, Node.js, React

### **IFS R&D INTERNATIONAL**

#### ***Software Engineer (Full-time)***

MARCH 2018 – SEPTEMBER 2018

**Tasks** – Customizing IFS ERP according to the client's requirements.

**Skills** – C#, Debugging

### **FREELANCER**

#### ***Software Design, Development, Deployment (Part-time)***

2013 – PRESENT

**Tasks** – Completed 60+ projects, working on a vast set of technologies in including cloud hosted APIs, mobile applications, websites, desktop applications, augmented reality applications, system engineering and support, architecture software applications, machine learning applications, AI applications

**Skills** – GCloud, AWS, Flutter, Java, NodeJS, Unity 3D, Access, VBScript, JavaFX, Electron, Firebase, GCM, Indesign, AdobeXD, PHP, Mysql, Sqlite, React, React-native, .Net, REST, AR Foundation, Vuforia, EasyAR, Angular

### **GOOGLE SUMMER OF CODE (GSoC) – OPENMRS**

#### ***Open-Source Contributor (Part-time)***

MAY 2017 – AUGUST 2017

**Tasks** – Mapping the report indicators created in OpenMRS Reporting module with DHIS Data elements  
<https://summerofcode.withgoogle.com/projects/4875799416012800>

**Skills** – Java, Hibernate, Spring, MySQL, Maven, Gradle, JIRA

## **HISP – INDIA**

### **Software Developer – Intern (Full-time)**

OCTOBER 2015 – MARCH 2016

Tasks – Modifying the report module of OpenMRS and documenting the usage of OpenMRS DB structure.

Skills – Java, Hibernate, Spring, MySQL, Maven

## **RESEARCH PUBLICATIONS**

1. Sathsara, G.W.C., Rupasinghe, T.D. and Sumanasena, S.P. (2018), **An assessment of machine learning-based training tools to assist Dyslexic patients**, International Research Conference on Smart Computing and Systems Engineering - SCSE 2018, Department of Industrial Management, Faculty of Science, University of Kelaniya, Sri Lanka. p.66.
2. Sathsara, G. W. C., Rupasinghe, T. D., and Sumanasena, S. P. (2017), **Applicability of adaptive machine learning algorithm for improving reading and comprehension capabilities of dyslexic patients**, International Research Symposium on Pure and Applied Sciences, 2017 Faculty of Science, University of Kelaniya, Sri Lanka. p.110.
3. Choxmi, S. and Peter, S. 2016, **“Save me”: Alternative payment method for in-app purchases**, In Proceedings of the International Research Symposium on Pure and Applied Sciences (IRSPAS 2016), Faculty of Science, University of Kelaniya, Sri Lanka. p 77.

## **ACADEMIC QUALIFICATIONS**

**B.Sc. (Hons) in Management and Information Technology, University of Kelaniya, Sri Lanka  
(Specialization – Information Technology), 2018 – GPA – 3.49 out of 4.00 (Second Class Upper Division)**

FEBRUARY 2014 – JANUARY 2018

**G.C.E. Advanced Level 2012 – Science Stream – Dharmaraja College, Kandy, Sri Lanka**

## **PROFESSIONAL QUALIFICATIONS**

**Reading for the Cloud DevOps Engineer – Nanodegree Program, udacity.com**

**Certificate in 3D and Graphic Designing 2015, Wijeya Graphics, Sri Lanka**

**Diploma in Software Engineering 2013, Esoft, Sri Lanka**

## **PROJECTS**

### **BUSINESS APPLICATION DEVELOPMENT:**

- > Alternative method for in-app purchasing
- > User case handling and email automation system for Central Bank of Sri Lanka
- > User management service and payment integration for MVFC (Football club) Australia
- > GCloud hosted, custom firebase application to handle backend permissions of a mobile app
- > Inventory and finance handling system for Didula Tea Transports
- > ‘ShoeMart’ Manufacturing Support System for Silex
- > Debtors Management System for the State Printing Corporation, Sri Lanka

### **MOBILE APPLICATION DEVELOPMENT:**

- > An adaptive mobile application for improving Dyslexic patients’ reading speed using Machine Learning techniques
- > Location based data collection application for National Dengue Control Unit
- > Stock management and data synchronization application for Access Engineering
- > Data synchronization application for agriculture industry
- > Mobile application for controlling nation-wide STD and HIV
- > Dropsworld – Social media application
- > Ezyblood – Location based blood donor application
- > Paru – Ride sharing and services locator application

### **WEB DEVELOPMENT:**

- > Latent tuberculosis infection patient management application
- > Website and booking management back-end for a restaurant in Australia
- > Website for a logistics management company in Australia
- > E-commerce website for a company in gemstone and jewellery industry in Sri Lanka
- > E-commerce plug-in and back-end development for an Australian company handling Football Tournaments
- > Plug-in application and website for UStore online store, Sri Lanka – <https://ustore.lk/>
- > AIESEC in Colombo North Website, University of Kelaniya

### **GAME DEVELOPMENT:**

- > Interactive Threat Reporting System for Unilever Sri Lanka
- > BeeLife Mobile Game
- > Car Parking 3D Mobile Game

### **AUGMENTED REALITY (AR):**

- > Marker less furniture showcase application
- > Marker scanner for JCI Sri Lanka

### **COMPETENT ARENAS**

Software Design and Development  
Infrastructure Design and Deployment  
Machine Learning and Artificial Intelligence  
Augmented Reality and Systems Engineering  
Cybersecurity and Forensics

### **ACHIEVEMENTS**

- > Qualified for the **Google Summer of Code Program 2017** and the successful completion of the project.
- > **Winner – CodeKombat 2017 (IFS 20<sup>th</sup> Anniversary Hackathon)**
- > **Winner – Inventio 2017 (Medical Category)** – Innovative Product Development Competition
- > **Second Runners up – Hackadev 3.0** – Developing a Bluetooth based mobile navigation application for visually impaired people 2017
- > **Runners up – “BizWiz” Business Plan Competition 2016**
- > **Winner – Microsoft Game Jam Competition 2015**
- > **Winner – Product/Service Design Marketing Competition 2015** for developing a new product – “3S Footwear”

#### **Finalists in the following Hackathons**

*Ballerina Hackathon 2016 – Organized by WSO2*

*TadHack Sri Lanka 2015 and 2016 – Organized by hSenid mobile*

*HackX 2016 – Organized by MIT University of Kelaniya*

*Hackadev 2015 – Organized by UNDP and Dialog Ideamart*

*SS12 – Organized by IEEE*

### **EXTRA CURRICULAR ACTIVITIES**

- > Middle Manager – AIESEC in Colombo North 2017
- > Microsoft Student Partner 2016
- > Team Leader – AIESEC in Colombo North 2016
- > Member of the Baseball Team, University of Kelaniya 2015

### **REFERENCES**

Dr. Suren Peter,  
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