Dhanushka Sandakelum

Undergraduate of BSc, (Hons) in Computer Science

A Dedicated, Hardworking and motivated computer science undergraduate who is willing to contribute his maximum effort to the organization while learning new technologies.

Contact Information

📞 +94 77 5642956 / +94 78 8817724

📍 131/C, School Road, Kahatapitiya, Hanwella

✉️ dhanushkasandakelum711@gmail.com

in LinkedIn/dhanushkasandakelum

○ Github/DhanushkaSandakelum

▶ Youtube/SimpleEPIC

◑ Medium/simpleepic

Technical Exposure

Programming languages
- Java
- JavaScript
- C
- C++
- PHP
- Scala
- Python
- R
- Ballerina

Web development

Frontend
- React / Redux/ RTK
- JavaScript / jQuery / AJAX
- HTML / CSS/ Bootstrap/ MUI/ CoreUI
- ThreeJS

Backend
- Spring boot
- Express JS
- PHP

Databases
- MySQL
- PostgreSQL
- MongoDB

Experience

Software Engineer (Intern)   November 2022 – April 2023
WSO2 Lanka (PVT) Ltd.
Accomplishments:-
- Worked on HL7, FHIR which are healthcare interoperability domain specifications.
- Learned about WSO2 best practices, architectures and build automation.
- Successfully completed "Choreo visual data mapper for healthcare message formats" project.
- Successfully completed "Implement Ballerina HL7 model generator tool" project.
- Implemented a Ballerina package for "V2-To-FHIR mappings"

Education

University of Colombo School of Computing (UCSC)   March 2020 - Present
Current GPA: 3.8887 [Out of 4.0000]
- ❖ BSc, (Hons) in Computer Science: Currently studying as 4th year undergraduate.

Aquinas College of Higher Studies   2019 - 2020
- ❖ Obtained a Diploma in English Language and Literature.

Hanwella Rajasinghe Central College (HRCC)   2015 - 2019
Z-Score: 1.9852 [District Rank - 10]
- ❖ Passed G.C.E (A/L) examination with the following results:
  Combined Mathematics – A | Physics – A | ICT – B
  Member of the Science Society, The Information Communication Technology Society and the Debate Club.

- ❖ Passed G.C.E (O/L) examination with 7A's and 2B's.
  Member of the Environment Society and the Art Society.

Projects

1. Online Student selection system for Higher Educational Institutes based on the UGC Criteria
A web application for resolving the existing problems associating with the official government university registration process.
- **Architecture:** Microservice Architecture with REST APIs.
- **Technologies used:** Spring Boot | JWT | Spring Security | Eureka Server | Cloud API | RabbitMQ | Sleuth & Zipkin | jUnit | Mockito | Docker | React | Bootstrap | MySQL | MongoDB | AWS | Blockchain

2. elseware™ Games Official Website [www.elsewaregames.com]
Website for publish PC and mobile games developed by elseware™ Games.
- **Technologies used:** MERN Stack | Render | MongoDB Atlas | Vercel | Postman

Desktop development

- Electron JS

Game development

- Unreal Engine
- Unity
- Godot

Other

- Git
- Docker/ Kubernetes/ Azure
- Postman
- Socket programming (Java)/ Java RMI
- Photoshop/ AdobeXD/ AdobeFuse
- Blender
- Arduino UNO
- ChatGPT/ DALL-E

Platforms

- Windows
- Linux

Research Interests

- Cloud Computing
- Computer Graphics
- Blockchain Technology
- Algorithms and Complexity

Other Interests

- Game development
- YouTube tutoring
- Medium blogging
- Explore new technologies

References

Mr. Nirmal Fernando
Associate Director/ Architect
WSO2 LLC
Email: nirmal@wso2.com
Tel: +94 71 5779733

Prof. K. P. Hewagamage
BSc(Col), PhD(Hiroshima), SMIEEE
Professor in Computer Science
University of Colombo,
Coordinator, National e-Learning Centre
(NeLC) Project, www.e-learning.lk
Email: kph@ucsc.cmb.ac.lk, kphewa@gmail.com
Tel: +94 71 4239529

3. Whiz [PREVIEW]

A a web platform for collaboration among students, companies, universities, teachers and mentors to request and share their services with each other.
- **Architecture:** MVC Architecture.
- **Technologies used:** PHP | HTML & CSS | JS & AJAX | MySQL |000webhost

4. Rise of Rage [Official Trailer]

Third person shooter online multiplayer game where friends can play matches such as Free for All, 1vs1 and Team Deathmatch.
- **Technologies used:** Unreal Engine 4 | STEAM Advanced Sessions | Quixel |Mixamo Animations | Blender | Photoshop | Camtasia

5. Deadlock [Ongoing]

Third person zombie apocalypse game. Single player PC and mobile game.
- **Technologies used:** Unreal Engine 4 | Quixel |Mixamo Animations

6. Micro Hunt [DOWNLOAD]

Arcade mobile game with multiple levels and a storyline.
- **Technologies used:** Unity | Photoshop

7. Geeka [DOWNLOAD]

Casual mobile game with fabulous environment, music and visual effects.
- **Technologies used:** Unity | Photoshop

Extra-Curricular Activities

Member of IEEE Computer Society Student Branch Chapter of UCSC   2020 - Present
- Collaborated with Hello.C series.
- Guided a session titled Introduction to C.
- Collaborated with 7LinesOfCode series.
- Guided a session at Data Structures & Algorithm Day 3.

Member of the Computer Science Society of UCSC   2020 - Present

Member of the LEO club UCSC   2020 - Present

Member of the ACM Student Chapter of UCSC   2020 - Present

Content Creator at YouTube [YouTube Channel - SimpleEPIC]
- Publishing tutorial related to computer science and game development.

Blogger at Medium [Medium - SimpleEPIC]
- Posting about programming related blogs such as Play framework, ML etc.

Achievements

ReidXtream
- Awarded for being a finalist of the team GameOfCodes at ReidXtream 1.0 organized by IEEE Student Branch of UCSC.

FreshHack 1.0
- Awarded a certificate of achievement of the team fSociety at FreshHack 1.0 organized by UCSC ISACA Student Group.

HUAWEI Training – The Future of Mobile App Industry
- Awarded a participation certificate for successfully attended and actively participated in the webinar series.

Beat the COVID 19 Game Challenge
- Awarded the finalist certificate at the first online game jam in Sri Lanka conducted by GameRoar and Prodigi Interactive.

ReidCon [Ongoing]
- Selected as a finalist at ReidCon of UCSC and proceeded to the exhibition phase for Rise of Rage Online multiplayer game.