



# Dhanushka Sandakelum

Software Engineer, BSc, (Hons) in Computer Science

A highly motivated and detail-oriented Software Engineer with a strong foundation in computer science. Passionate about building scalable solutions, optimizing system performance, and continuously exploring emerging technologies. Committed to delivering high-quality software while driving innovation and efficiency in every project.

## Contact Information

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Portfolio: [www.dhanushkasandakelum.com](http://www.dhanushkasandakelum.com)

LinkedIn: [dhanushkasandakelum](https://www.linkedin.com/in/dhanushkasandakelum)

Github: [DhanushkaSandakelum](https://github.com/DhanushkaSandakelum)

Youtube: [SimpleEPIC](https://www.youtube.com/channel/UCSimpleEPIC)

Medium: [simpleepic](https://medium.com/@simpleepic)

## Technical Exposure

### Programming languages

- Java
- JavaScript
- Go
- C/C++
- PHP
- Scala
- Python
- R
- Ballerina

### Web development

#### Frontend

- React / Redux / RTK
- JavaScript / jQuery / AJAX
- Tailwind CSS / MUI / CoreUI
- ThreeJS

#### Backend

- Spring boot
- Express JS
- Molecular JS
- PHP

### Databases

- MySQL
- PostgreSQL
- MongoDB

## Experience

### Software Engineer

May 2024 - Present

[Incbotic \(PVT\) Ltd.](#)

- Improving the Software Technology Platform (STP) and trading system performance.
- Automating security testing workflows with the CNX team.
- Developing tools for QA, data analysis, and API testing.

### Gamplay Engineering

Jan 2024 - Jun 2024

[Maggie's Farm Incorporated.](#)

- Developed core systems for FIRE, a third-person battle royale game.

### Full Stack Web Developer (Part time)

August 2022 - November 2023

[Incbotic \(PVT\) Ltd.](#)

- Built scalable web applications using MolecularJS, ReactJS, and PostgreSQL.
- Implemented containerized microservices and Agile development practices.

### Software Engineer (Intern)

November 2022 - April 2023

[WSO2 Lanka \(PVT\) Ltd.](#)

- Worked on healthcare interoperability standards (HL7, FHIR) and WSO2 architectures.
- Acquired in-depth knowledge of WSO2 best practices, architectures.
- Developed tools for data mapping and model generation in Ballerina, including a published V2-to-FHIR mapping package.

### Game Developer (Founder)

January 2020 - Present

[elsewhere Games.](#)

- Created and published multiple game titles and Unreal Engine assets (FAB).
- Over five years of experience in Unreal Engine and Unity, adhering to industry-standard development methodologies.
- Extensive background in indie game development, team collaboration, and product management.

## Education

### University of Colombo School of Computing (UCSC)

March 2020 - Present

[Current GPA: 3.8887](#) [Out of 4.0000]

- ❖ Graduated with a First Class in BSc, (Hons) in Computer Science

### 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*
- ❖ Passed G.C.E (O/L) examination with 7A's and 2B's.

## Desktop development

- Electron JS
- Python QT

## Game development

- Unreal Engine
- Unity
- Godot

## Other

- Git / JIRA / Confluence
- Docker / Kubernetes / Azure
- Postman
- Socket Programming / Java RMI
- Photoshop / Adobe XD / Adobe Fuse
- Blender
- Arduino UNO
- ChatGPT / DALL-E

## Platforms

- Windows
- Linux

## Research Interests

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

## Other Interests

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

## References

### Mr. Thilina Premasiri

Realtime Software Developer – DNEG

Director – Arimac

Unreal Authorized Instructor Partner

EPIC Games

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### Mr. Nirmal Fernando

Associate Director/ Architect

WSO2 LLC

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Tel: +94 71 5779733

## Projects

[Visit [www.dhanushkasandakelum.com/projects/software](http://www.dhanushkasandakelum.com/projects/software) to view all projects]

### 1. Incbotic Official Website [\[www.incbotic.com\]](http://www.incbotic.com)

Official website of Incbotic (PVT) Ltd. For publish their services and products.

(Architecture: Microservices, Tech Stack: React | MolecularJS | PostgreSQL | Docker | AWS)

### 2. elsewhere Games Official Website [\[www.elsewheregames.com\]](http://www.elsewheregames.com)

Website for publish PC and mobile games developed by elsewhere Games.

(Architecture: Monolithic, Tech Stack: MERN Stack | MongoDB Atlas | Vercel | Azure)

### 3. Online Student selection system for Higher Educational Institutes based on the UGC Criteria [\[Preview\]](#)

A web application for resolving the existing problems associating with the official government university registration process.

(Architecture: Microservices, Tech Stack: Spring Boot | JWT | Spring Security | Eureka Server | Cloud API | junit | Docker | React | MySQL | MongoDB)

### 4. Whiz [\[Source Code\]](#)

A web platform for collaboration among students, companies, universities, teachers and mentors to request and share their services with each other.

(Architecture: MVC, Tech Stack: PHP | HTML & CSS | JS & AJAX | MySQL)

### 5.Crewmen [\[Source Code\]](#)

Multi-constrained container orchestration system for optimizing container network on runtime with respect communication affinities and cluster resource usages.

(Architecture: IBM's MAPE-K Model, Tech Stack: Docker | Go | NodeJS | Chi | BoltDB)

## 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.
- Conducted a session at Data Structures & Algorithm Day 3.

### Member of the Computer Science Society of UCSC

2020 – Present

- Conducted a session about Unreal Engine 4 Game Development.

### Undergraduate Teaching Assistant at UCSC

2023 - Present

- Contributing to Data Structures and Algorithm practical sessions for the UCSC undergraduates of UCSC academic year 20(AY20).

### Content Creator at YouTube [\[Visit Channel - SimpleEPIC\]](#)

- Publishing tutorial related to computer science and game development.

### Blogger at Medium [\[Visit Blog - SimpleEPIC\]](#)

- Posting about programming related blogs such as Play framework, ML etc.

## Achievements

**Faculty Award for Best Performing Students and the Director's List** – Honored to selected as Best Performing Students and inclusion in the Director's List for the Academic Year 19[June 2022 - May 2023] in recognition of the outstanding academic 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.

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

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