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
- **LinkedIn:** dhanushkasandakelum
- **Github:** DhanushkaSandakelum
- **Youtube:** SimpleEPIC
- **Medium:** 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
- Moleculer JS
- PHP

Databases
- MySQL
- PostgreSQL
- MongoDB

Experience

Software Engineer
London Stock Exchange Group (LSEG)
May 2024 - Present
- 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
Maggie's Farm Incorporated.
Jan 2024 – Jun 2024
- Developed core systems for FIRE, a third-person battle royale game.

Full Stack Web Developer (Part time)
Incbotic (PVT) Ltd.
August 2022 – November 2023
- Built scalable web applications using MoleculerJS, ReactJS, and PostgreSQL.
- Implemented containerized microservices and Agile development practices.

Software Engineer (Intern)
WSO2 Lanka (PVT) Ltd.
November 2022 – April 2023
- 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)
elseware Games.
January 2020 – Present
- 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
Email: teez.mrt@gmail.com
Tel: +1(604) 3698531

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

Projects   [Visit www.dhanushkasandakelum.com/projects/software to view all projects]

1. Incbotic Official Website [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. elseware Games Official Website [www.elsewaregames.com]
Website for publish PC and mobile games developed by elseware 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 Prodigi Interactive.

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