

Sadeepa Bandara

Software Engineer

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EDUCATION

ST. CLOUD STATE UNIVERSITY

BS in Computer Science
Expected May 2022
Dean's List Fall 2018

TRINITY COLLEGE KANDY

General Certificate of Education:
O Level
January 2006 – December 2017
Passed with honors.

LEADERSHIP

ASLO Organization

Event Coordinator:
Organized various events for the organization.

CSCI Club

Active member of the St. Cloud State University Computer Science Club.

COURSEWORK

Data Structures and Algorithms
Object-Oriented Software Design
Web and Front-End Development
Operating Systems
Software Systems
Computer Architecture

SKILLS

Proficient:

JavaScript • HTML/CSS
Java • Groovy • Grails
React • C++

Exposure to:

C# • MongoDB • Python
Node.js • React Native

Software/Tools:

Git • Unix/Linux • WordPress
Unity • IntelliJ • Figma
Visual Studio • Heroku

EXPERIENCE

Front Desk Staff | St. Cloud State University Center for International Studies

Since January 2021 | St. Cloud, MN

- Delivers customer service to students by providing timely information and appropriate referrals.
- Perform administration tasks including mail distribution, e-mail correspondence, processing of documents and database updates.
- Actively participate in student events organized by the Center for International Studies.

Web Developer & Social Media Manager | Global Impex Group Inc.

Jan 2020 – August 2020 | St Cloud, MN

- Increased the online presence of the company by designing and developing an e-commerce website to purchase company's products.
- Managed advertisement campaigns on multiple platforms such as Facebook, Instagram, and Etsy to meet branding needs.
- Improved brand awareness utilizing SEO tactics and tools such as Google Analytics to analyze and optimize user interactions with the website.

Academic Tutor | St. Cloud State University Academic Learning Center

January 2019 – September 2019 | St. Cloud, MN

- Assisted students with their course related homework by explaining and teaching concepts that students did not understand properly.
- Succeeded in helping students raise their grades by constantly helping students to study throughout the semester.

PROJECTS

Game Q and A Web Application | Groovy • Grails • MongoDB • Heroku

Designed and developed a web application similar to Stack Overflow or Reddit specific to games. This application allows gamers to ask questions related to games they play and receive an answer from fellow gamers. This is a web application build upon the Grails framework.

E-commerce App | React Native • JavaScript • Mobile Development

Implemented a mobile application using the React Native framework, which allows users to buy and sell used items. This mobile app allows users to register an account, create item listings and contact other users with item listings if interested in purchasing them.

Sad Bot | Unity • C# • Blender

Brainstormed and designed a simple game about a robot who is lost in a planet with the goal to collect coins and reach the spaceship. Designed the character and background assets of the game using Blender and implemented the game using the Unity game engine.