About Me

I am a highly motivated and results-driven Software Engineer with over six years of industry experience. Known for being proactive, responsible, and self-motivated, I bring strong leadership qualities and thrive both independently and as part of a team. With a solid academic background in Computer Science, I am currently finalizing a Master's degree in the field, expected to be completed in July 2025. Beyond my professional pursuits, I'm an avid adventurer who brings curiosity and energy into every challenge I take on.

Education

- University of Helsinki (2023 – 2025)

Master's Degree in Computer Science : specializing in Software Engineering. Expected Graduation: July 2025

- University of Moratuwa (2014 – 2018)

B.Sc. Eng. (Hons) Department of Computer Science and Engineering. Graduated with a GPA : 3.71/4.2 - First Class

Work experience

Research Assistant – University of Helsinki

Aug 2024 – Dec 2024

- Joined the Empirical Software Engineering research group at the University of Helsinki as a Research Assistant.
- Designed and developed a software artifact that generates Engineering Process Diagrams using LLMs.
- Contributed to the group's research on LLM applications in software engineering by demonstrating a novel use case for automated diagram generation and adapted that research to my Master's thesis.

Technical Team Lead - CodeGen International

Feb 2022 – May 2025

- As Lead of the 3rd-party H2H API Integration sub-team for *CodeGen's* flagship *Flight Centre* Project—our largest global engagement.
- I orchestrated the 3rd party system integration strategy, coordinated roll-outs across multiple regions, and ensured on-time, successful delivery to globle clients.
- As a mentor, I have groomed my juniors within the last 2 years.
- Since September 2023 to May 2025, I have been working as a part-time contracted employee for *CodeGen*.

Software Engineer - CodeGen International

Jan 2018 – Dec 2021 (4 year)

- I joined the company's largest engagement at that time—the 120-member TravelBox™ development team—tasked with enhancing our travel-management platform for an international client (One of the world largest theme park).
- I was directly involved in designing, developing, and delivering functional-gap fixes and change-request solutions using Java, Spring, Oracle, and both SOAP and REST APIs, while also maintaining Swing-based desktop applications.
- Partnering with the Rapid Response team to monitor functional and non-functional issues after major releases in the production environment.
- Following the initial production rollout, I spent two months onsite(Paris) troubleshooting critical issues and triaging defects, which significantly improved system stability, accelerated subsequent rollout schedules, and strengthened client confidence in our delivery capabilities.

Software Engineering Intern - WSO2 Lanka (Pvt. ltd)

Jul 2016 – Dec 2016

- Internship with WSO2's R&D team focused on data processing .
- Evaluated performance of machine learning algorithms for batch vs. streaming scenarios
- Provided insights that contributed to architectural decisions in WSO2's event processor platform for integrating Streaming ML tools.

Technical Skills

Languages:
Have more solid experience (**Java, Oracle SQL**),
Basic Hands-on experience (Python, C++, HTML, PHP, Typescript, NodeJS)
Frameworks: **Spring**, Spring boot, Angular, React

Projects

Engineering Process Diagram Generation with Large Language Models (2024-2025)

- As part of my Master's thesis within the Empirical Software Engineering research group, I joined an existing project to investigate automated engineering diagram generation.
- I developed a Python-based application that integrates a retrieval-augmented generation (RAG) system with a third-party diagram-generation tool, LLMs to produce Piping and Instrumentation Diagram (P&IDs) from textual specifications.
- The prototype demonstrated the feasibility of LLM-driven diagram automation, streamlining documentation workflows and laying the groundwork for further research into RAG-enhanced engineering tools.

Real-Time Human Movement Analytics Using Multiple Non-Invasive Video Feeds (2017)

- Bachelor's Final-Year Group Project – Real-Time Ground-Plane Human Movement Analytics.
- Create real-time analytics of human movement on the ground plane; address screen-space limits and poor multi-camera scalability.
- Built a C++/Python multi-camera pipeline with OpenCV and Integrated OpenPose/Caffe for pose estimation
- Developed a Java/Spring backend for data aggregation & visualization
- Delivered a scalable prototype supporting simultaneous feeds in real time, with markedly improved spatial accuracy.

Siddhi extension to WSO2 CEP for process events using SAMOA framework (Real-time machine learning)

- Extend WSO2 CEP with real-time machine learning capabilities via a Siddhi extension
- Integrated Apache SAMOA as a streaming ML library, Developed three Siddhi extensions to perform regression, classification, and distributed clustering on event streams. Tech: Java, Maven
- Enabled native, low-latency predictive analytics within the CEP, simplifying deployment of streaming ML models

Administration Support System for School of Postgraduate Studies - SLIDA (2016)

- Develop a web-based system for the School of Postgraduate Studies (SPS) at SLIDA to manage student registration, exam results, and financial records.
- Designed and implemented registration, exam-results, and finance modules using PHP with the Laravel framework. Structured and optimized data storage in MySQL and built responsive HTML interfaces. Tech: PHP, MySQL, Laravel, HTML
- Centralized student data workflows, eliminated paper-based processes, and improved data accuracy and accessibility for administrators and students alike.