



Kavindu Janith

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About Me

I am a passionate Software Engineering undergraduate with hands-on experience in microservices, distributed systems, and full-stack web and mobile app development. With strong problem-solving skills, a keen interest in DevOps practices, and proficiency in technologies like Kubernetes, Docker, and Flutter, I thrive in dynamic and collaborative environments.

Skills

- Programming Languages:** Python | Java | Go | Dart | Scala | SQL | HTML | CSS
- Databases:** MySQL | MongoDB | Cassandra | PostgreSQL | Firebase
- Frameworks & Libraries:** Flutter | Scala Slick | React | Spring Boot | Tailwind CSS
- Tools & Platforms:** Kubernetes | Docker | GCP | Azure | GoCD | Git | IntelliJ IDEA | VS Code | Canva
- Domains:** Distributed Systems | DevOps | Linux | Full Stack Development | Mobile App Development | Microservices

Highlights

- Code Serge November, by Pagero**
 - Winner of the Competition
 - [Github Repo](#)
- Visit my portfolio** [link](#)
- Medium Profile** [link](#)

Education

- Bachelor of Science, Computer Science & Engineering.**
University of Moratuwa | 2021 - Present
MainStream
- School - Nalanda College , Colombo 10 | 2010 - 2019**
 - G.C.E A/L 2019: 3A Passes (Physical Science Stream)
 - G.C.E O/L 2016: 9A Passes

Certifications

- Application Development using Microservices and Serverless
 - Issued by Courseera | Date: [December 17, 2024](#)
- YouTube Labs - Kubernetes Crash Course
 - Issued by Kodekloud | Date: [August 27, 2024](#)
- Microsoft Learn [link](#)

Experience

Internship | December 2023 - June 2024

Pagero Lanka (PVT) LTD | Colombo 03

- Completed 7+ high-priority tasks in an agile software development environment focused on microservices.
- Implemented an error indication email sending feature on one of the services for tracking errors in production via emails.
- Deployed the new features to different environments (testing, staging, production) with proper monitoring and testing.
- Added new pipelines in GoCD for new QA automation tasks.
- Wrote and tested unit test cases and integration test cases for new features.
- Technologies:** Scala | Java | IntelliJ IDEA | cassandra | docker | Linux | GitHub actions | GoCD

Projects

1. GPU Resource Pooling - Team (FYP)

Role: Back End, DevOps | Technologies : Go, Kubernetes, RabbitMQ, MongoDB, Docker

- Designing a system for pooling idle GPUs to enable machine learning tasks. Users can deploy the machine learning tasks or interactively code using the front end by renting available GPUs registered to the system.
- Contribution:** Implementing master server microservices and creating a program to manage them centrally in both the testing and production environments.
- The centralized service has minimized the operational overhead of starting and stopping the services and environment variable management.

2. Sports Management App - Individual [link](#)

Role: Mobile App Developer | Technologies : Flutter, Dart, Firebase, cubit

- Creating a centralized sport data management system for sport coaches.
- The first phase has been completed for Karate, including creating and managing new competitions, scoreboard, student galleries, draw making and grading management.

3. Web Scraper - individual [link](#)

Role: Python Developer | Technologies: Python, Playwright, React, AWS

- Designed and implemented custom scraping scripts using Playwright to navigate complex React DOM structures.
- Created a creative JSON schema to structure the scraped data for seamless downstream processing.