



NIKLESH KARUNAWEERA

FULL STACK SOFTWARE ENGINEER

CONTACT

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EDUCATION

3rd & 4th Year

BSc (Hons) in Software Engineering
Coventry University, (UK)

- Expected

2024 - 2026

Higher National Diploma in Software Engineering

National Institute of Business Management Sri Lanka

- Ongoing

2023 - 2024

Diploma in Software Engineering

National Institute of Business Management Sri Lanka

- GPA: 3.7 / 4.0

2019 - 2022

G.C.E.Advanced Level (Maths Stream)

G/Sri Devananda College, Ambalangoda

2018

G.C.E.Ordinary Level Exam
G/Sri Devananda College, Ambalangoda

PROFILE

I am a Software Engineering undergraduate with hands-on experience in **full-stack web** and **mobile application** development using **Java (Spring Boot)**, **JavaScript**, **React/Next.js**, and **Dart/Flutter** through academic and personal projects. Focused on designing well-structured systems by considering user needs, data flow, and edge cases to build reliable, user-focused solutions. Actively seeking a Software Engineering Internship to contribute to real-world projects while continuing to grow as a developer.

ACADEMIC PROJECTS

Zifty GG - Gaming Community Platform (Next.js + Supabase)

HIGHER DIPLOMA PROJECT

- Designed and developed a **commercial level full stack** gaming community platform for the Call of Duty Mobile ecosystem.
- Implemented **authentication**, **role-based access**, and core community features including profile customization, public feed, clan management, live chats, etc.
- Built an interactive **voting system** and created **ML model** to classify players based on their performance variables.

Technologies Used:

- **Frontend:** Next.js (React, TypeScript), Tailwind CSS
- **Backend:** Supabase (Backend-as-a-service)
- **Database:** PostgreSQL (Supabase)
- **Dev Tools:** Git & Github, ESLint & Prettier

Media Mart

Modern Web Development Project

(Using Pure HTML, CSS, JS, PHP)

- Media-Mart is a **no-framework** link-aggregation website built using pure HTML and CSS, with minimal PHP for server-side logic.
- Organized content into structured categories such as Movies, Games, APKs, News, and Music for improved usability and access everything in one place.
- Focused on clean markup, basic backend handling, and performance without relying on external libraries.

Technologies Used:

- **Frontend:** HTML5, CSS, JavaScript
- **Backend:** PHP
- **Database:** MySQL
- **Dev Tools:** VS Code, XAMPP

2014 - 2018

- DIT/ Certificate in MSO
- Best Student in 2014/2015
- ESOFT Metro Campus,
Ambalangoda

TECHNICAL SKILLS

- Programming Languages**
C, C#, Java, JavaScript, TypeScript
- Mobile App Development**
Dart (Flutter), Kotlin
- Web App Development**
Next.js, Laravel, Java Spring Boot
- Database Management**
MySQL, Supabase (PostgreSQL),
Firebase, MSSQL, SQLite

PROFESSIONAL SKILLS

- System Design & Basic Architecture Thinking
- Client Oriented Solution Analysis
- Problem Solving & Debugging
- Self Learning & Project Based Development

HOBBIES

- Gaming
- Watching Movies
- Explore & Learn New Things

LANGUAGES

- Sinhala
- English

CONTENT CREATION

- Owned CoD Niki YouTube Channel
- SEO Optimization, Video Editing Skills
- 690K+ Views in 81 Videos

University Event Management System (Spring Boot - Backend)

ENTERPRISE APPLICATION
DEVELOPMENT

- Designed and implemented a **RESTful backend system** to manage students, lecturers, administrators, academic batches, announcements, and student feedback.
- Followed a layered architecture using **controllers, services, DTOs, and repositories** to improve maintainability and scalability.
- Applied data validation, transactional services, and centralized exception handling to ensure data integrity and consistent API responses.

Technologies Used:

- Backend:** Java Spring Boot
- Database:** MySQL, Hibernate
- Dev Tools:** IntelliJ Idea
- Dependencies:** Spring Web, Data JPA, ModelMapper, Lombok

Sprintify - Sprint Tracker Mobile App (Flutter + Arduino)

IOT PROJECT

- Developed a cross-platform **Flutter** application integrated with an **Arduino** based IoT device to track sprint and performance metrics in real time.
- Implemented **Firebase Authentication** and **Realtime Database** for secure user access and live data synchronization.
- Designed a responsive UI ensuring seamless functionality across different screen sizes while maintaining high performance.

Technologies Used:

- Stack:** Flutter (Dart)
- Hardware:** Arduino (C++)
- Database:** Firebase Auth, Firebase Realtime Database
- Dev Tools:** Android Studio, Arduino IDE

Player Classification System (Python + Pandas)

ML Project

- Developed a **machine learning** model that generates a Player Performance Prediction Score (PPPS) based on gaming data. It automates the player classification system of Zifty ecosystem.
- It's primarily implemented in Python using **notebooks** and **pandas** library.

Technologies Used:

- Core:** Python
- Libraries:** Pandas, Numpy, Scikit-learn

REFERENCE

Mrs. Asanthi Kurukulasuriya

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NIBM University, Galle

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