PUBUDU WIJESOORIYA

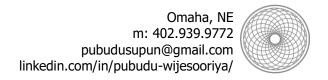HTTPS://WWW.PUBUDUS.COM/

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PROFESSIONAL SUMMARY

Vision-driven change agent with career-long record of software engineering, database management, and project coordination success for leading organizations

Results-driven, accomplished Software Engineer highly regarded for developing technology solutions which meet and exceed demanding corporate and client requirements. Sought for superb analytical skills, with the ability to solve challenging problems using a combination of industry standard and cutting-edge technologies, delivering clean, well-structured code. Skillset to work compatibly with clients to understand requirements and develop products that exceed quality expectations with on-time delivery. Strong team leadership skills and Agile methodology knowledge with experience working in a team environment, able to collaborate with individuals from diverse backgrounds. Exceptional academic qualifications include a Bachelor of Science in Computer Science from South Dakota State University. Additionally, I have extensive experience working across multiple time zones, specifically with a team in China where there is a 12-hour difference.

CORE COMPETENCIES

- Software Engineering
- C++/C#/Java Development
- Software Project Management
- Object Oriented Programming
- Mixed Reality Applications.
- Technical Documentation
- Troubleshooting
- Agile Development
- Communications

PROFESSIONAL EXPERIENCE

UNIVERSITY OF NEBRASKA AT OMAHA, OMAHA, NE, AUGUEST 2021 — PRESENT
RESEARCH ASSISTANT
- Designed and implemented Mixed Reality software to provide gait rehabilitation for patients with gait disorders.
- This project is a massive collaborative project with multiple departments including medical science, biomechanics, and computer science with over millions of funding (Award Number: P20GM109090).
- Translated and optimized algorithms written in Matlab to C# and evaluate the accuracy.
- Utilized a wide variety of technologies throughout operations, including C#, Unity, AWS, MRTK, JIRA, Visual Studio Code, Git, CICD pipeline with GitHub action and Jenkins. Doxygen to generate documentation of the software.
- Awarded $5000 Graduate Research and Creative Activity(GRACA) grant for Summer 2022.
- Site: https://sites.google.com/site/spyridonmastorakis/lab
- GitHub: https://github.com/PubuduS/Gait_Training/tree/dev_followme (Still in development).

SENCORE.INC, SIOUX FALLS, SD, SEPTEMBER 2019 — JANUARY 2021
SOFTWARE ENGINEER
- Contributed to the development and optimization of Sencore MRD5800 and MRD7000 advanced modular decoder product lines, as well as associated sub-brands.
- Engineered and implemented a centralized authentication system using TACACS+ and PAM modules for MRD5800 unit and sub brands; enabling units to connect to centralized remote authentication server to grant access and perform AAA functionalities.
- Programmed a portable Java Auditor software to parse through frequencies and log matrices into a CSV file for each channel.
- Evaluated a legacy codebase to identify inefficiencies and integrate enhancements.
- Utilized a wide variety of technologies throughout operations, including C++, JIRA, Visual Studio Code, Git, Gerrit, PAM, TACACS+, SCons build system, Subversion, JS, ARM AT91 Micro-controllers, Debian GNU/Linux, TeamCity, MIBs, Java SE 8, Netbeans and cURL, Cross-Compilation, Bash, and Doxygen; utilized Git, Subversion and Gerrit for version control and code review; Python, Scons, Bash and Teamcity to cross-compilation and build system; MIBs to allow remote configurations of the settings; JAVA SE 8, Netbeans and cURL to create auditor software; Doxygen to generate documentation of the software.
- GitHub: https://github.com/PubuduS/QAM-Auditor

LARSON COMMONS, BROOKINGS, SD, AUGUST 2018 — MARCH 2019
STUDENT WORKER
- Liaised with colleagues to provide service in a timely manner to boost efficiency of dining hall operations.
- Provided exceptional service to students and staff frequenting the dining hall.
- Maintained consistent communications with colleagues and senior management to exchange updates on operations.
- Learned to balance work duties with academic responsibilities.

PROJECT EXPERIENCE

PEACE LUTHERAN EARLY CHILDHOOD EDUCATION CENTER, BROOKINGS, SD, AUGUST 2018 — APRIL 2019
SENIOR CAPSTONE PROJECT
- Assisted the Center with updating and maintaining their web software to effectively track the attendance of over 200 students and staff members.
- Learned Agile development, reverse engineering, database normalization, OOP designing, and PHP in order to effectively complete tasks.
- Created technical documents to monitor progress.

JAVA INSTITUTE, GAMPAHA, SRI LANKA, FEBRUARY 2014 — MATCH 2015
FINAL PROJECT
- Engineered an inventory control software for Sapna, a small business in Sri Lanka, to streamline inventory management processes.
- Identified and addressed common issues of low-level inventory control software, troubleshooting to resolve these issues and achieve full functionality.
- Enhanced my working knowledge of SQL and Java tools, as well as OOP concepts, through completion of project tasks.

EDUCATION AND CREDENTIALS

MASTER OF SCIENCE (M.SC.) IN COMPUTER SCIENCE, 2021 - 2023
University of Nebraska at Omaha, Omaha, NE
GPA: 3.952
Credits: 24/30
Research focus: Designing mixed reality applications with a focus on biomechanics and human movement.

BACHELOR OF SCIENCE (B.SC.) IN COMPUTER SCIENCE, 2019
South Dakota State University, Brookings, SD
GPA: 3.537
Credits: 149/120
Dean's List Spring 2019

PROFESSIONAL AFFILIATIONS

- Association for Computing Machinery

ADDITIONAL INFORMATION

Languages: English, Sinhala (bilingual)
Technical Proficiencies: C++/C, Java, Unity, MRTK, NetBeans, MySQL, SQLite, Git, Subversion, Bash, Scons, JIRA, TeamCity, Doxygen, Windows, Linux (Ubuntu), Microsoft Office Suite.
Interests: Cooking (Asian American fusion), Chess, Literature, RPG Games (Playing and Creating), Coding, I also enjoy writing steampunk themed stories.