Ramith Rodrigo — Software Engineer

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○ Ramith-D-Rodrigo

Summary

An emerging computer science graduate with hands-on experience as a software engineering intern at a reputed company. A proactive problem solver dedicated to productivity and quality with a strong foundation in software engineering, full-stack/backend development, and computer graphics. Presently concentrated on developing expertise in the aforementioned fields and obtaining industry experience.

Experience

Software Engineering Intern   *Nov 2023 – May 2024*
WSO2 LLC, Sri Lanka

- Implemented a feature to Ballerina language to execute project tests in Docker containers.
- Compiled test dependencies into a single JAR, improving the execution speed by 22%.
- Used Java's dynamic class loading for efficient dependency management in Docker.
- Wrote unit, integration tests with TestNG and verified the build via the full build (CI/CD) pipeline.
- Completed the internship project 2 months ahead of schedule.
- Experimented, debugged and proposed potential fixes for the problems with resource loading in Ballerina tests.
- Technologies: Java, Ballerina, Docker

Skills

Programming Languages: C++, Java, JavaScript, TypeScript, C#, PHP, Scala, Python, Ballerina, C
Libraries & APIs: OpenGL, WebGL, WebGPU, Three.js, React.js, WebXR Device API
Frameworks: Laravel, Next.js, Express.js, Spring Boot
Other Technologies: Unity, Unreal Engine, Git, GitHub, MySQL, MongoDB, Docker, WebAssembly

Education

B.Sc. (Hons) in Computer Science   *Apr 2021 – Present*
University of Colombo School of Computing, Sri Lanka

- **Current GPA**: 3.89/4.00
- **Expected Degree Completion**: April, 2025
- **Related Courses**: Software Engineering, Computer Graphics, Data Structures and Algorithms, Middleware Architecture, Object-Oriented Programming, Database I & II, Parallel Computing, Operating Systems I & II, Image Processing & Computer Vision

University Projects

Enhancing Web-based Extended Reality (XR) Performance   *Jun 2024 – Present*
Final Year Research

- Developing a high-performance web-based XR solution to bridge the performance gap with native XR.
- Achieved a 75% performance boost over traditional methods.
- Technologies: C++, WebGPU, WebAssembly, TypeScript, WebGL, WebXR Device API

Postgraduate Programme Review System   *Jun 2023 – Oct 2023*
Quality Assurance Council, University Grants Commission

- Led a team of 6 to develop a web app for conducting postgraduate program reviews.
- Implemented backend APIs, authorization, database entities, and frontend API access.
- Leveraged Laravel queues and jobs for asynchronous document uploads, improving efficiency by 70%.
- Technologies: React.js, Laravel and MySQL

"Sportude"   *Jun 2022 – April 2023*
Online reservation system for sports complexes

- Led a team of 4 to develop a full-stack sports court reservation system.
- Designed custom logic to prevent double bookings, ensuring 100% accuracy.
- Integrated Gmail API and Stripe for secure payments (98% success rate).
- Technologies: HTML, CSS, JavaScript, PHP and MySQL

Additional

Languages: Sinhala (Native), English (Fluent), Japanese (JLPT N3 Dec 2024)
Certifications: REST API (Intermediate) - Hackerrank, SQL (Intermediate) - Hackerrank
Awards: Director's List - 3rd Year 1st Semester, Director's List - 2nd Year 1st and 2nd Semesters
Interests: Fullstack Development, Middleware, Computer Graphics, Extended Reality, Automata Theory, Computer Vision