

# Dilshan Rangaka

## Associate Software Engineer

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[LinkedIn](#) | [GitHub](#) | [Portfolio](#)

### EXPERIENCE

#### BiG ZKOOP

Software Engineer Intern | Sep 2024 – Mar 2025

- Contributed to e-commerce platforms, leveraging **React, Nest.js, Next.js, Auth0, PostgreSQL, and Docker** for containerization.
- Designed secure **REST APIs**, optimizing data handling and reducing server response times.
- Worked with **AWS** to manage deployments and improve scalability and system performance in cloud environments.
- Collaborated with teams to deliver features on time, maintaining clear communication and effective teamwork.

### EDUCATION

#### Graduate Diploma in Software Engineering (Reading)

Institute of Software Engineering (IJSE) | Apr 2025

### SKILLS

#### Technical Skills

- Languages** – Java, JavaScript, Basic proficiency in Python
- Frontend** – Next.js, React, HTML, CSS, TypeScript, Bootstrap, Tailwind, Redux, Redux Saga, Axios
- Backend** – Spring boot, Nodejs, Nest.js, Express, Prisma, Hibernate, WebSocket
- Databases** – MySQL, MongoDB, PostgreSQL
- Architectures** – Monolithic, MVC, Microservices
- Other** – Git, Postman, Jira, Linear, Firebase, AWS, Docker

**Soft Skills** – problem solving, team work, quick learner, attention to details, project management, leadership, time management

### AWARDS

#### Circle Edge 1<sup>st</sup> place – [LinkedIn](#)

- Developed a 119 Emergency Alert System, securing 1st place among 17 teams.
- Event organized by IJSE, held at Shangri-La.

#### 1<sup>st</sup> Semester final project 2<sup>nd</sup> place. – [LinkedIn](#)

- Developed a POS system for fishery management using Java & JavaFX.
- Delivered a presentation and secured 2nd place.

### REFERENCES

- Gathsara Umesh | BiG ZKOOP**  
Co-Founder at BiG ZKOOP  
Senior Software Engineer @WireApps  
[umeshgathsara@gmail.com](mailto:umeshgathsara@gmail.com)
- Udara J. Wanniarachchi | BiG ZKOOP**  
CEO and Co-Founder at BiG ZKOOP  
Senior Software Engineer @iLabs  
[uderj08@gmail.com](mailto:uderj08@gmail.com)

### PROJECTS

#### Posify Pos System

- Contributed to multi-tenant POS system using **Nest.js, Next.js, React, Prisma, PostgreSQL, and pnpm**.
- Designed and implemented **database schemas, REST APIs, and Auth0 authentication**.
- Developed **85% of the backend**, handling API integration and database management.
- Optimized **frontend interactions** and enhanced system scalability.

#### POPZ Halloween Web Game ([Live site](#)) ([LinkedIn](#))

- Independently developed a Halloween-themed web game requested by BiGZKOOP.
- Built using **Next.js, Firebase** (Auth & Database), and with a leaderboard.
- Designed game visuals and interactions using Canva.
- Held prize-winning competitions for top 3 players by BiG ZKOOP.

#### Hope Emergency Alert System ([LinkedIn](#))

- Developed a **119-emergency response app** using **MERN, Next.js, Firebase Storage, and WebSocket**.
- Implemented **real-time location tracking** for police response and user alerts.
- Enabled **file sharing (images, audio, documents)** for emergency situations.
- Designed **system workflow and backend architecture** for scalability.

#### Shoe Shop POS ([GitHub](#))

- Created a **role-based POS** with **Java, Spring Boot, Vanilla JS, jQuery, MySQL, and JWT authentication**.
- Developed a **REST API** with optimized performance for handling transactions and loggings.
- Designed a **secure user authentication and authorization system**.
- Improved **database efficiency** for faster queries and response times.

#### BOTHS Online Web Game ([Live site](#)) ([GitHub](#))

- Developed a **multiplayer battle game** using **Vite, TypeScript, jQuery, and Firebase Realtime DB**.
- Built a **real-time battlefield system** where players create rooms and challenge opponents.
- Implemented **dynamic sea-based battle animations**.
- Designed **three levels of increasing difficulty** with strategic gameplay.