

Tharindu Athapaththu



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EDUCATION

General Sir John Kotelawala Defence University
Bsc. (Hons) in Information Technology; GPA: 3.47 (Second Upper)

Rathmalana
February 2018 – December 2021

SKILLS SUMMARY

- **Languages** Dart, JAVA, Python
- **Frameworks** Flutter, Native Android
- **Tools** Android Studio, Visual Studio code, MS Office, JIRA, GitLab, XCode, Postman, Figma
- **Platforms** Windows, macOS, iOS, Android, Google Play Console, Microsoft App Center, Apple Connect, Huawei AGC console, Firebase, Google Cloud
- **Soft Skills** Problem-Solving, Communication, Teamwork, Adaptability, Time Management, Creativity, Critical Thinking, Empathy

WORK EXPERIENCE

Software Engineer – Mobile

Intern Software Engineer(July 2021 – March 2022) -> Software Engineer – I(March 2022 – April 2023) -> Software Engineer II(April 2023 to present)

- Designed, developed, and deployed more than 5 mobile applications using Flutter, delivering solutions for telecommunications and financial technology industries.
- Leveraged Firebase and Google Cloud services for backend integration, real-time databases, and cloud messaging to enhance app functionality and scalability.
- Published applications on Google Play Store, Apple App Store (via TestFlight and Apple Connect), and Huawei AppGallery using the Huawei AGC Console.
- Implemented platform-specific features and ensured compatibility across iOS, Android, and Huawei devices.
- Conducted end-to-end testing and debugging to ensure robust performance across diverse platforms.
- Collaborated with UI/UX teams to deliver seamless user experiences while adhering to design specifications.
- Integrated APIs and third-party services to extend application capabilities and improve user engagement.
- Actively contributed to code reviews, knowledge-sharing sessions, and the adoption of best practices in mobile development.

PROJECTS

YOOZ – IBIZA | Algeria – Telco Solutions



- Developed a mobile app for Ooredoo Algeria's YOOZ rate plan using native Android (Java), optimized for Android, iOS, and Huawei devices.
- Integrated RESTful APIs, Firebase and Google Analytics (Android/iOS), and Huawei Analytics Kit for tracking performance.
- Incorporated Unity for interactive features and implemented Model-View-Model (MVM) architecture for scalability and maintainability.

My Ooredoo | Algeria – Telco Solutions



- Developed a mobile app using Dart and Flutter to manage telco services and rate plans.
- Integrated RESTful APIs and used Bloc architecture for efficient state management and scalability.
- Incorporated Firebase Analytics and Huawei Analytics for tracking app performance across iOS, Android, and Huawei.
- Enabled Add-to-App functionality, managing 10+ rate plans, including the revamped YOOZ app built with Flutter.
- Ensured cross-platform compatibility and optimized performance for all supported devices.

Odoo | Kuwait – Logistics and Delivery Solutions (Not released yet)



- Developing a delivery service app with two separate applications: one for delivery drivers and another for merchants using Flutter.
- Integrated RESTful APIs for backend communication and Google Maps for location tracking and navigation.
- Utilized Bloc architecture for efficient state management and app scalability across iOS and Android platforms.

Pay Later | Qatar – Financial Technology Solutions



- Developed a Flutter app for iOS and Android, enabling users to manage deferred payment options.
- Utilized Riverpod for state management and Clean Architecture for maintainable, scalable code.
- Integrated Dio for efficient API requests and optimized network handling.
- Delivered a modern, seamless UI with smooth user flows, ensuring an intuitive and engaging experience.

Individual Projects (Designed and developed)



- MTFE Lot Calculator – Native Android(JAVA), published on the Google Play store and Huawei App Gallery and now removed.
- ActiveMeet – Windows and Web App(Python, PHP, CSS, HTML), Real-time face tracking online lecture tracking application combination.
- Student Repo – Flutter(Dart), an app for tracking university student activity records and past paper access and collaborations.



CERTIFICATES AND PUBLICATIONS

Networking Academy Learn-A-Thon | [BADGE](#)

CISCO – 2020

Introduction to Cybersecurity | [BADGE](#)

CISCO – 2020

Student Activities Detecting and Reporting System for Online Learning Platforms – Research

Published on KDU IRC

The COVID-19 pandemic necessitated remote work, highlighting the need for improved online learning systems. The proposed system aims to enhance learning outcomes by tracking student behavior, monitoring computer tasks, and improving lecturer-student interaction.

– 2022

Causing factors for less Student-teacher interaction in virtual classrooms & video conferencing in distance learning:

Published on KDU IRC

A review – Research

– 2022

Distance learning, particularly synchronous methods, is effective but cannot replace physical education. A survey of 243 participants, including lecturers and students, revealed positive feedback on online learning systems, suggesting further development of these platforms.