THARINDU ATHAPATHTHU

SOFTWARE ENGINEER II - MOBILE

398/1, Gadabuwana, Miriswaththa, Piliyandala | tharinduathapaththuhewage@gmail.com | tharinduathapaththu.portfolio.io | +94712281572 | in

SUMMARY

A results-driven Software Engineer with over 3.5 years of experience specializing in the design, development, and deployment of high-quality Flutter applications for diverse clients. Proven expertise in leading the full development lifecycle, mentoring junior developers, and delivering robust, scalable mobile solutions in fast-paced, Agile environments.

TECHNICAL & SOFT SKILLS

- 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

PROFESSIONAL EXPERIENCE

Software Engineer II - Mobile,   **April 2023 - Present**
Arimac Digital, Colombo 03

- *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 the telecommunications and financial technology industries.
  - Engineered scalable, serverless backend solutions using Google Cloud Platform and Firebase services, including Firestore for real-time data persistence and Cloud Messaging, to enhance application 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.
  - Ensured robust application quality by executing a comprehensive testing strategy that encompassed automated Unit, Widget, and Integration tests, leveraging cloud platforms like Firebase Test Lab, along with rigorous manual testing on Android, iOS, and Huawei devices, while also managing the full User Acceptance Testing (UAT) cycle by integrating end-user feedback.
  - 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.
  - Authored and maintained comprehensive code documentation and actively contributed to code reviews, knowledge-sharing sessions, and the adoption of best practices in mobile development.
  - Worked closely with cross-functional teams in an Agile environment, actively participating in sprint planning, daily stand-ups, and retrospectives to deliver new features and releases.
  - Mentored junior developers through constructive code reviews and led knowledge-sharing sessions, helping to elevate team performance and drive the adoption of mobile development best practices.

EDUCATION

Bsc. (Hons) In Information Technology   **Feb 2018 - Dec 2021**
General Sir John Kotelawala Defence University
- GPA: 3.47 (Second Upper).

Advanced and Ordinary Levels   **Feb 2007 - Dec 2016**
St. Thomas' College, Matara
- Stream - Mathematics

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, 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**
  - 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.
- **Personal 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): A real-time application for tracking student engagement during online lectures through face tracking.
  - Student Repo - Flutter(Dart), an app for tracking university student activity records, past paper access, and collaborations.
- **Portfolio | Along with admin portal | tharinduathapaththu.io**
  - Designed the complete UI/UX using Figma and developed with React.js, without using templates.
  - Configured a custom backend with Node.js and integrated Firebase Firestore for real-time database management.
  - Deployed the production build via GitHub Pages for seamless web access.
  - Developed an admin portal that operates locally for management and maintenance purposes.

CERTIFICATES AND PUBLICATIONS

Student Activities Detecting and Reporting System for Online Learning Platforms (KDU IRC - 2022)
Research - 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.

Causing factors for less Student-teacher interaction in virtual classrooms & video conferencing in distance learning: A review (KDU IRC - 2022)
Research - 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.

REFEREES

Mr. Shadeeka Nimesh,
Software Engineer Tech Lead,
shadeeka@arimaclanka.com,
94775533395

Mrs. Induni Udayangi,
Former QA Tech Lead at Pearson,
Former Lecturer at KDU,
induniguruge@gmail.com,
94771337554