DAMPELLA GAMAGE
AVISHKA KAVINDA

ASSOCIATE SOFTWARE ENGINEER

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www.github.com/acekavi

PROFESSIONAL SUMMARY

Dynamic computer science graduate with a strong background in software development and over five years of experience in graphic design freelancing. Recent internship at Infor Nexus honed technical skills in Java, Spring Boot, Angular, and Ionic. Currently freelancing as a software engineer at BlueWave Technologies in the US. Eager to contribute expertise and creativity to impactful projects within a collaborative team environment.

Languages :   English | Sinhala

Areas of Expertise :   MEAN Stack   SvelteKit   REST Architecture   Unity Game Engine

EDUCATION HISTORY

BSc Honors in Computer Science
2020 - Present
Informatics Institute of Technology in Affiliation with University of Westminster, London

GCE Advanced Level Physical Science Stream
2018
Richmond College Galle

GCE Ordinary Level
2015
Richmond College Galle

PERSONAL PROJECTS

Personal Portfolio
- https://www.acekavi.me

Music Player using ReactJS
- http://acekavi.github.io/music-player

SOFT SKILLS

- Strong Communication Skills
- Team Player
- Positive attitude
- Self-improving
- Creative Thinking

PROFESSIONAL EXPERIENCE

Freelance Software Engineer
Bluewave Technologies | 2023 - Present
- Developing a comprehensive Workers Panel as part of an MRP system using the MEAN stack.
- Handling both frontend and backend development for the Workers Panel, ensuring seamless workflows for workers.
- Utilizing Azure DevOps and services extensively for project management and deployment.
- Leveraging Azure Blob Storage and Azure Application Insights for efficient data storage and monitoring.
- Gaining insights into the entire project lifecycle and refining communication skills through interactions with international clients.
- Acquiring a deep understanding of project workflows and effectively managing project tasks and timelines.

Software Engineering Intern
Infor Nexus - AppX Team | 2022 - 2023
- Proficient in Java and Spring Boot, vital technologies within the organization's core infrastructure.
- Contributed to the development of the Quality Assurance application, creating web and mobile apps using Angular and Ionic, and integrating a PDF export feature.
- Acquired expertise in REST APIs and non-relational databases while working on core projects.
- Enhanced communication and collaboration skills through close collaboration with both local and international team members.

TECHNOLOGIES

Front-end Technologies

- Angular • Svelte • TailwindCSS
- ngMaterialUI • Bootstrap • Typescript

Back-end Technologies

- ExpressJS • SvelteKit • Axum
- Django • Socket.io • Github Actions

Data Storage

- Postgresql • MongoDB • AWS RDS

Cloud Services

- AWS Services • Azure Services

Version Control and Project Management

- Github • Bitbucket w Jira • Azure Devops

Game Development

- Unity • Motion builder • Blender

Graphic Design

- Photoshop • Illustrator

HOBBYS & INTERESTS

- Competitive Gaming
- Working Out
- Traveling
- Hiking
- Indie Game Developing

REFERENCES

Mr. Pumudu Fernando
Senior Lecturer at IIT | Project Mentor
pumudu.f@iit.ac.lk
+94 76 820 9742

Mr. Dilan Shaminda
Senior Lecturer at IIT | 3DIM Mentor
dilan.s@iit.ac.lk
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OTHER WORK EXPERIENCE

Freelancing
Graphic Designer at Fiverr | 2017 - 2022

- Develop graphics and layouts for product illustrations, company logos, and websites.

  Bē www.behance.net/acekavi

ACADEMIC PERFORMANCE

Software Development I | Python | 91
- Math game that stores high scores in a SQL database and a .csv file
- Application to track student progress and grades

Software Development II | Java | 83
- Hotel room booking system using Java

Web Design and Development | HTML,CSS,JS | 72
- http://acekavi.github.io/siteLanka

Advanced client-side development | Jquery | 83
- E-commerce website for Clarks Shoes
- http://acekavi.me/clarkslk

Object Oriented Programming | Java, Java Swing | 71
- Formula 1 Championship manager

Database Systems | ERDs, SQL, XML | 87

3D Interactive media | Unity, C# | 77
- Restaurant Simulator in a Lego Environment

Game Artificial Intelligence | Unity, C# | 78
- Creating an endless terrain with NPCs that use pathfinding algorithms and adaptive behavior, along with collectibles and various NPC types using Unity

Final Year Project | Work in progress
- Teaching platform for Gen Alpha students utilizing interactive media and augmented reality

EXTRA CURRICULAR ACTIVITIES

- FOSS Community of IIT | 2019 - 2022
- Mozilla Club of IIT | 2019 - 2022
- Richmond College IT Society | Vice President | 2017
- Richmond Live Team | 2018 -2020
- Infor Social Media Team | 2022 - 2023

- CodeSprint 2022 | Participation
- HackX 2021 | Participation