

Amandi Udawatta

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SUMMARY

- Energetic, result-driven final-year Computer Science undergraduate at the University of Colombo School of Computing with over 1.5 years of industry experience in building production-grade web applications. Seeking a Software Engineer role to design and implement robust, user-centric products alongside industry experts with a focus on software quality and system integrity.

EDUCATION

- **University of Colombo School of Computing** 2022 – 2026
Bachelor of Science (Hons.) in Computer Science
 - Reading GPA: 3.675
 - Director's List - 1st year 2nd semester, 3rd year 1st semester
- **Devi Balika Vidyalyaya** 2018 – 2020
GCE Advanced Level
 - AAA (Combined Mathematics, Physics, Chemistry)

EXPERIENCE

- **Part-Time Consultant, Software Engineer** June 2025 – August 2025
VizuaMatix
 - Engineered additional backend feature sets for a Financial Risk Management System (FRMS) using Spring Boot to meet evolving project requirements.
 - Collaborated with the QA team to identify and resolve critical bugs, ensuring a stable environment for final production deployment.
- **Intern, Software Engineer** Nov 2024 – Apr 2025
VizuaMatix
 - Contributed to three enterprise-scale projects in the financial and tourism sectors, using Spring Boot, Next.js, Vue.js, FastAPI, and PostgreSQL.
 - Developed major components such as Audit Trails, Dashboards, and Graphical Analysis modules.
 - Designed PostgreSQL schemas and implemented efficient data views to aggregate distributed information, streamlining query logic for the Spring Boot backend.
 - Integrated a Spring Boot core backend with a FastAPI microservice, establishing cross-service request protocols for automated approval workflows.
 - Managed the full deployment lifecycle by building unified JAR files, embedding frontend assets, and resolving HTTPS, CORS configurations for production.
 - Authored and maintained comprehensive API specification document to streamline QA workflows and facilitate future maintenance.
- **Pre-Intern, Software Engineer** May 2024 – September 2024
VizuaMatix
 - Co-developed a Spring Boot backend and BFF layer for a loyalty program, implementing RESTful APIs and PostgreSQL schemas.
 - Supported QA and system stabilization for a government project, performing bug fixes and functional testing across a FastAPI backend and Vue.js frontend.

PROJECTS

- **Wandr.** *Jun 2024 – Present*
Tech Stack: Spring Boot, PostgreSQL, Python, Fast API, Next.js, Tailwind CSS, Flutter
 - Developed an all-in-one travel ecosystem featuring dynamic trip planning, e-commerce for local products, and travel journaling.
 - Implemented the full backend and BFF layers using Spring Boot, with JWT-based authentication and multi-waypoint route optimization via Google Maps and Places APIs.
 - Integrated OpenAI API for activity categorization and automated content generation for added travel locations.
 - Containerized services with Docker and deployed it on a DigitalOcean droplet.
- **Pawfect Care** *Jun 2023 – Apr 2024*
Tech Stack: PHP, MySQL, JavaScript, HTML, CSS
 - Created a pet care center management system, facilitating appointments, daycare, and medical records management.
 - Developed the Admin and Receptionist modules, enabling CRUD operations for staff accounts, services, and pet/owner registrations.
 - Integrated PayHere Sandbox for appointment booking with secure payment processing and automated receipt generation using DomPDF.
- **BookWorm** *Jun 2023 – Oct 2023*
Tech Stack: Node.js, Express, React, MongoDB
 - Developed a comprehensive library management system allowing efficient tracking of books, authors, members and genres.
 - Implemented book and member management modules, including dedicated REST APIs and responsive React interfaces.
- **Real-Time Cybersickness Detection & Mitigation (*Honors Research*)** *June 2025 – Present*
Tech Stack: Python, Unity, Meta Quest 2
 - Researching non-invasive, real-time frameworks to detect and mitigate cybersickness in VR environments.
 - Developed a specialized VR experimental artifact in Unity for high-frequency unified data logging.
 - Completed data collection and currently analyzing the collected data to train ML models using head-motion features.

COMPETITIONS

- **Duothon 3.0 – Winner** (Web Development Hackathon) *Feb 2023*
- **Codefest Algothon 2023 & 2022 – Finalist** (Competitive Programming) *Jan 2024, 2023*
- **InspiHER{tech} v2.0 – Finalist** (MATLAB, Maths and Coding Hackathon) *Jan 2024*
- **Codefest Designathon 2025 – Finalist** (UI/UX Designathon) *Aug 2025*
- **SLIoT Challenge 2023 – Semi Finalist** (IoT - Automated Traffic Control System) *Dec 2023*
- **Freshhack 3.0 – Finalist** (Competitive Programming Hackathon) *Jan 2023*

SKILLS

- **Programming Languages:** Java, JavaScript, TypeScript, Python
- **Frontend Technologies:** React, Next.js, HTML, CSS, Tailwind CSS, Ant Design
- **Backend Technologies:** Spring Boot, FastAPI, Node.js, Express
- **Databases:** PostgreSQL, MySQL, MongoDB
- **Tools and Platforms:** Git, GitHub, GitLab, Postman, Figma
- **Soft Skills:** Technical Ownership, Communication, Analytical Thinking, Collaborative Teamwork, Time Management, Adaptability

VOLUNTEERING AND POSITIONS OF RESPONSIBILITY

- **ISACA Student Branch** 2023 – 2024
Digital Media Manager - Executive Committee
- **IEEE Student Branch** 2022 – 2023
Publicity Team Member

EXTRA-CURRICULAR ACTIVITIES

- **Scrabble**
Freshers Tournament (1st Runners Up), Inter-faculty Tournament (1st Runners Up)

CERTIFICATIONS

- **Supervised Machine Learning: Regression and Classification** Aug 2024
Coursera
- **Introduction to Artificial Intelligence (IBM)** Dec 2022
Coursera

REFERENCES

- **Mr. Theekshana Kumara** *theekshana@vizuamatix.com*
CEO, VizuaMatix *+94773360896*
- **Dr. Lasanthi De Silva** *lnc@ucsc.cmb.ac.lk*
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