

Amandi Udwawatta

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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 Vidyalaya**

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*
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