Kalindu De Costa

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Experience

IBM Canada - *InfoSphear Data Replication Software Developer Intern*   *SEPT 2016 – JAN 2018*
- Extensively worked with RTC/GIT version control and the IBM mainframe systems like IBM Z and the iSeries.
- Worked largely towards QA which involves with integration testing, functional testing and unit testing.
- Attended to customer complaints (L3), found and resolved product defects and wrote private documentation and public documentation .
- Worked on various databases such as DB2 LUW, DB2 mainframe, Oracle and Netezza as well as other systems such as Apache Hadoop and Confluent Kafka.
- Trained new developers on CDC systems and software / design techniques.

University of Toronto - *Teaching Assistant*   *SEPT 2015 – PRESENT*
- Planned and taught a weekly 1-hour lesson for the class of Computer Science I, Computer Science II and Human Compute Interaction to a group of 30 students.
- Used presentations techniques like of live coding, power point presentations and written work on the black board.

Frontline Community Services - *Event Coordinator / Web master*   *JUN 2015 - AUG 2015*
- Developed and implemented media and marketing campaigns for events, programs and major organizational initiatives.
- Manage and maintain all online communication services, including FCS's website and social media which involved development in HTML/CSS and JavaScript.
- Assisted in all aspects of events including logistics, promotional materials, staffing, and fund raising efforts.

Projects   github.com/kalindudc

UTSC Document Search - *File Indexer and File Search*   *JAVA, MAVEN, TOMCAT, MongoDB, REST, AWS-S3*

Complete search engine with a fully functional file indexer along with user accounts and notifications build using Java, Tomcat and Lucene for the backend and HTML/CSS and JavaScript for the frontend.

The Art of Guessing - *Real time web based multiplayer browser game*   *NodeJS, SocketIO, MongoDB, Restful*

A WebSocket based multiplayer drawing game completed using NodeJS and SocketIO. This application contains a fully functioning user account system along with user statistics, public multiplayer matchmaking and private lobbies.

Eventalicious - *Interactive prototype for a web-based application*   *HTML/CSS , JavaScript, Google API, HCI*

Interactive prototype for a web application that will enable users to connect with others in real time by projecting various nearby events and item promotions surrounding the user. This application was build using HCI principles with a User Centered design.

Fortify - *Tower defence mobile game*   *Unity , C#*

A tower defence game set in a medieval setting built for mobile devices in Unity. This game is currently in development and will be released to the public soon.

Education

University of Toronto - *Candidate Honours Bachelor of Science (B.Sc)*   *SEPT 2014 – APR 2019*
- Specializing in Software Engineering (Co-op)

Skills

Languages	Java, Python, C, HTML/CSS, JavaScript, SQL, Haskel, Scheme, SH/Bash
Tools / Operating Systems	Unity, Microsoft Office, Photoshop, Balsamiq, JustInMind, Maven, Windows, Linux
Design Principles	Agile/Scrum, OOP, UML, CRC Cards, HCI, Design Patterns and Concepts
Frameworks / Databases	NodeJs, Tomcat, React, Express, SocketIO, AWS, Google API, MongoDB, Oracle