

My Technical Introduction

I'm Asanka Sanjeewa and I have been working in Software Industry for more than 6 years with two years in Singapore. I graduated with first class honours from University of Colombo Sri Lanka in year 2010. I have been working as a Senior Software Developer from mid of 2014 and currently I'm contributing to the Next Gen Singapore Government Procurement System project in Defence Science and Technology Agency.

Before I moved to Singapore I worked as a Senior Software Engineer at WSO2 pvt Ltd for one year, which is a world famous open source middleware solution provider.

I started my career right after graduation at Simcentric Technologies pvt Ltd who provides military simulation solutions on world number one military simulation platform called VBS. I worked there for two and half years and when I left the company I hold the position of Team Lead and Lead Programmer for the VBS2Strike Product.

I'm an active team player and really like to face new challenges in industry while working with different kinds of technologies and domains with minimum guidance and shorter learning curves.

Strength:

Well organized and well planned. Before I start any work that I haven't done before, do background study and then plan well. Normally I plan for worst case scenario so that I can easily survive in best case or average case scenarios.

Weaknesses:

I want to know everything in detail and I just want everything to be perfect.

Why Should Hire Me

I have relevant qualifications and skills that you are looking for and I have hands on experience with the most of the tools and technologies that you are using in product development. When it comes to the software development model that your company is using I have experience in working under Agile/SCURM software development model and I'm familiar with the process and the tools that are used in the particular software development model. In future if the company decides to revamp the products with latest technologies or introduce new products with any new technology I can easily adapt with those changes and learn those new technologies with shorter learning curves and minimum guidance because I have experience in learning new things throughout my career. When it comes to team work, I'm a flexible, active team player. I have experience in working with teams throughout my career. I can easily adapt with the changes in my working environment. So with all these qualities I'm a perfect match for this position.

DSTA: NextGen GeBiz

Singapore Government Procurement System provides an end to end e-Procurement solution which simplifies government procurement and tender activities where public agencies enjoy the benefit of making electronic purchases of commonly user items whereas suppliers and bidders enjoy broader access to government tenders and quotations. This project was launched for the purpose of rolling out the existing system and introduce a new system with revamped user experience and business process improvements with the aid of latest J2EE technologies. In this project I'm working in ETL team and my major responsibilities are,

- Writing high performance, flexible ETL jobs using Talend Open Studio for Data Integration ETL tool. Those jobs are used in migrating legacy data with the new system database schema.
- Writing java based data transformation logics when necessary.
- Developing an API that supports concurrent file coping. This API is used in writing file migration jobs in migrating legacy documents called attachments with new system according to the new directory structure. Here I used java executor framework in file coping and file content verification.
- Analysing legacy data and provide data cleansing solutions so that the legacy data is compatible with the new schema.
- Writing SQL scripts, functions, procedures that will be used in several stages in ETL process such as data transformation, validation and deletion.
- As I'm the most senior person in the team I always share my technical and domain knowledge with the new team members so that they can capture the process quickly.

WSO2: WSO2 Developer Studio

WSO2 is an open source technology company providing service-oriented architecture middleware solutions for almost entire middleware stack. This is the only company who provides truly free and complete middleware stack, some of which are notably used by big companies like **eBay**, **Boeing**. I worked there for one years as a Senior Software Engineer and mainly contributed to the WSO2 tooling platform which is known as **WSO2 Developer Studio**. It is an Eclipse based SOA development platform for WSO2 Carbon based products. It provides the platform to **Develop, Deploy and Test** artifacts related to WSO2 Carbon products and makes developers life easier. During my career at WSO2 I mainly involved in,

- Design, development and testing phases of ESB Graphical Editor where Eclipse EMF/GMF technologies were massively utilized. Here I introduced and implemented a new layout algorithm in arranging graphical components in mediation flow which was a major hit in version 3.6.0 release.
- Contributed to the development of ESB Connector tooling support in Developer Studio.
- Contributed in design and implementation of QoS (Security) tooling component which provides tooling support in applying security for services.
- Contributed in maintenance of other tooling components.
- Played major role in design and implementation of the initial phase of Data Mapper tooling component which enables transformation of one known data format to other known data format (for example xml to json and vice versa).
- Worked together with other product teams in getting tooling requirements for their products.
- Conducted feature demos and product release webinars.

While contributing to the tooling platform I mainly gained hands on experience in Enterprise Integration Patterns with the Enterprise Service Bus, gained experience in dealing with Customers while working in WSO2 Support team in several occasions and provided technical support and guidance.

Simcentric Technologies: VBS2Fires/VBS2Strike/JointFires (VBS2Fires FST)

SimCentric Technologies is an R&D company specializing in advanced simulation add-ons and behaviour control modules on world famous military simulation platform called VBS (Virtual Battle Space). This is my first industry experience after graduation. I joined Simcentric as an associate software engineer and initially contributed to VBS2Fires products in some feature development and maintenance. VBS2Fires, is a professional Call-For-Fire training application which combines the flexibility and stunning visuals of VBS2 with a highly sophisticated Call-For-Fire training and simulation system. Here I mainly worked with java module with Swing UI framework.

Then I was totally assigned to VBS2Strike team which was a new product introduced that time. Since it was newly introduced product I was privileged to involve in all aspects of product life cycle including requirement definition, design and implementation. VBS2Strike is a professional Forward Air Controller (FAC) training application which combines the flexibility and stunning visuals of VBS2 with a highly sophisticated Close Air Support simulation system. This system can be used in training session of FAC units in air strike missions. This product was initially developed for the requirements of United States Marine Corps (USMC) who is the main client for this product. Later US Army also purchased this product for their trainings.

This product basically composed of three modules, front-end developed with Java technologies, plugin (dll) developed with C++ technologies and addons (called pbos) developed with VBS Scripts. Front-end java application communicate with back end C++ modules via Socket communication. Back end C++ modules interact with VBS Simulation Platform through VBS2Fusion API which the base product of Simcentric.

I was a key member of the team and contributed in design and implementation of most of the core modules and key features of the product, which include,

- Contributed in design and implementation of communication protocol between front end and back end application modules.
- Designed and Implemented aircraft path planning module (which is a crucial part in this project) for VBS2Strike in C++ language where several mathematical theories and equations comes in Trigonometry, Straight Line and Circle were mostly utilized.
- Designed and implemented POD, HUD view of aircrafts.
- Involved in writing several features like explosion effects, UI components using VBS2 Scripting language.

Later stage of my career at Simcentric I was appointed as the Team Lead and Lead Programmer for the VBS2Strike product. As the Team Lead and Lead Programmer of the product my roles and responsibilities include,

- Provide solutions in optimizing and proving performance of the application since this is a real time simulation application.
- Since we followed agile software development model with SCRUM I participated in sprint planning meetings and contributed in tasks allocation and time estimations for the coming sprint with other leads in the SCRUM process.
- Make sure that schedules are met, while scheduling tasks among the developers evenly.
- Maintained the product backlog, JIRA and SVN branches related to the product.
- Directly involved with QA and product release teams when they need technical assistance related to the product.

While working in VBS2Strike team I had to contribute VBS2JointFires (currently known as VBS2Fires FST) which provides call-for-fire and Close Air Support training simulation on a single application. This is an integration of VBS2Fires and VBS2Strike applications. In this product I actively involved and contributed in,

- Designing product architecture.
- Decomposing the existing modules of VBS2Strike product so that it can be integrated with VBS2Fires modules in integrating them together.
- Closely worked with VBS2Fires team as half of this product depends on VBS2Fires product.
- Make sure that all features are working properly after in VBS2JointFires product after the integration.
- As I was the responsible person for this product development I had to make sure that corresponding releases were going with parallel to the VBS2Fires and VBS2Strike product releases.

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