

Adipa Wijayathilaka

Software Developer
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Technical Skills Summary

Experienced C, C#, JavaScript, ActionScript
Learning Haxe, Java, Sony Vegas
Know PIC Assembly, AutoCad, ArtCam, Agile methodology
Dealt With Linux, Windows, Adobe CS, Blender

Experience

January – **Software Developer**, *Metroland Media*, Toronto, ON.

April 2016 Worked on Save.ca mobile application for Android and iOS. Designed and developed tools to automate data scraping

- Implemented better search logic (fuzzy searching, contextual sorting).
- Worked with Appcelerator to find and fix issues on the Titanium project (which was breaking key features for the app).
- Wrote scrapers to quickly update retail store information (data for nearest store location).
- Designed and developed web scraper to crawl retailers and locate flyers, automating a critical task.

January – **Software Developer**, *Metroland Media*, Toronto, ON.

April 2015 Worked on Save.ca mobile application for Android and iOS

- Developed redesigned application to new design specifications within last half of Q1 2015.
- Updated source and frameworks to support 64-bit for iOS.
- Rewrote PayPal and social (facebook, twitter) integration to improve performance.
- Implemented new frontend UI along with necessary backend changes to the REST api.

Projects

2012–Present **Personal website**, Toronto, ON.

Responsive mobile friendly website www.adipa.me to showcase personal projects

- Tool to generate geolocated points with the Google Maps API.
- Designed and built personal website to showcase my projects.
- Logo design and artwork timelapses for personal (Boarnoah) YouTube channel.

2013–Present **Software Development & Video Production**, *Emseers*, Toronto, ON.

Developing games and website for the Emseers github.com/Emseers

- Development of a top down turn based strategy for entry to Intel Levelup 2016 with Haxe.
- Designed blog post widget and general web development for emseers.github.io.
- Video editing and production for the Emseers youtube channel.

Spring 2014 **SLAM Robot – Arduino**, *Computer Engineering*, Toronto, ON.

Designed and built Simultaneous Localization and Mapping Robot

- Designed robot to collision detect and navigate across a room.
- Used IR rangefinders to map room and navigate with Arduino Uno for processing.

Spring 2013 **Home Alarm System- MicroChip PIC**, *Computer Engineering*, Toronto, ON.

Built IR tripwire based prototype home alarm system

- Networked PIC16F690 microcontroller to a series of IR tripwires and a Linux PC to detect "intrusion".
- Worked with group to solve the electrical and software challenges involved in designing the system.

Education

Fall (Not Completed) **Bachelor's in Computer Engineering**, *University of Waterloo*, Waterloo, ON.

- 2016
- Fundamentals of Programming.
 - Linear Circuit Analysis.

2010–2014 **High-school Diploma**, *Martingrove C.I.*, Toronto, ON.

- Computer Engineering, experience with soldering, using oscilloscopes to debug digital circuits.
- Automotive Technology, preparing and writing maintenance reports, performing maintenance repairs to vehicles.

Interests

FOSS One of my goals is to contribute in a meaningful way to an open source project.

PC Gaming Active in the Arma community.