Chathuranga Sampath

Senior Software Engineer | Spring Boot • Play Framework • React/Next.js

Versatile developer with over 6 years of experience, specializing in Java. Skilled in building high-performance, enterprise-level solutions using Spring Boot and Play Framework, complemented by modern front-end expertise in React is and Next. is. Passionate about delivering clean, maintainable and high-quality code. Proficient in performance optimizations, agile collaboration, and mentoring, seeking a dynamic role to utilize and broaden my skills in a fast-paced, growth-oriented environment.

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Sri Lanka

in LinkedIn

(GitHub

WORK EXPERIENCE

Full-stack Developer - GetMvRx - Canada

Oct 2022 - Present | Spring Boot • Node.js • React

GetMyRx, is a delivery service specializing in medical supplies, partnering with over 300 pharmacies across 35 states in Canada. The platform offers three distinct portals to streamline the experience: a customer portal, a pharmacy portal (for merchants), and an admin portal (for vendors), ensuring seamless service for all users.

Key Contributions & Highlights:

- Assisted in migrating the legacy API improving the design, functionality, coding conventions, leading to a more maintainable codebase.
- Developed delivery-master feature which performs delivery cost estimations and suggests optimal delivery routes.
- Developed new functionality that maps legacy delivery addresses to real world geo-locations.
- Optimized underperforming code and queries cutting down overall latency by over 50% in several features.
- Resolved daily issues by proactively resolving daily technical issues, ensuring continuous system stability and performance

Front-end Developer - Kindo | ezlunch - NZ

Oct 2021 - Jul 2022 | React • Typescript • MobX

Kindo is a cashless payment system used by 260+ schools and 45,000+ families across NZ. Kindo simplifies transactions for students and schools while offering online shopping, school lunch ordering, fundraising etc. **ezlunch** is Kindo's online shopping portal for purchasing uniforms, lunches, books, fundraising items, tickets etc, with 100+ caterers, restaurant, and services to choose from.

Key Contributions & Highlights:

- Developed community shop UI introducing ezlunch to the public enabling seamless experiences for both registered/non-registered users.
- Migrated legacy login/register system from Vanilla JS to React, modularizing registration steps to allow effortless addition of ad-hoc login processes.
- Created an advanced forum utility that dynamically renders UI based on metadata, incorporating custom-JS field validations for enhanced functionality.
- Implemented lazy loading in the community shop, significantly reducing performance overhead and improving user experience.

TECH SKILLS



SOFT SKILLS

Attention to Detail	Empathy
Problem-Solving	Creativity
Persistence	Adaptability

EDUCATION

Bachelor of Science (Honours) in Information Technology at Sri Lanka Institute of Information Technology (SLIIT) 2013 - 2017

PERSONAL PROJECTS

Developer Portfolio Visit Next.js | TypeScript | Tailwind CSS | Aceternity UI

CLI for ARGB gaming peripherals (Open source) GitHub Python | Npcap packet Interception | Rev.-Eng

Star-Citizen Route Finder Visit Next.js | TypeScript | Tailwind CSS | shadcn/ui

THREE.js: Low-polygon Star dome generator (Open source) GitHub | Visit THREE.js | Vite

Home Automation Server Request Access Spring Boot | Python | C++ (Arduino) | Node.js

Senior Software Engineer / Team Lead - Allion Technologies - SL

Jan 2021 - Oct 2021 | Java Play Framework • Spring Boot

Assembly SMS is a web-based school management system that enables school administrators to seamlessly manage their day-to-day school administration activities. Assembly SMS is a product that consists of core modules covering Assessments, Accounts, Attendance and Timetabling, providing outstanding custom reporting functionalities and portal facilities for caregivers, students, and teachers to interact with.

- Eliminated peak-time performance overhead by utilizing New Relic, Java GC, JVisualVM, code optimizations, and multithreading, securing the system's capacity to withstand higher throughput.
- Redesigned underperforming features, achieving a 91% average reduction in latency, and significantly enhancing user experience.
- Performed extensive query optimizations and implemented performance improvements across the application, ensuring optimal system efficiency.
- Designed and developed critical features maintaining and improving system performance.
- Collaborated with the Ministry of Education in New Zealand, hosting firms, and third-party vendors, managing integrations and troubleshooting to ensure seamless operations.
- Conducted effort/resource estimations, deployment & releases, and code reviews, mentored junior developers and improved code quality practices/workflow within the team to ensure standards were met.

Software Engineer - Allion Technologies - SL

Apr 2018 – Jan 2021

- Engineered a dynamic and interactive portal for students, caregivers, and school staff, integrating event-driven (MQTT) newsfeed functionality to enhance user engagement.
- Streamlined and optimized complex queries and code for seamless performance, ensuring efficient feature execution.
- Proactively resolved technical issues on a daily basis, maintaining system stability and performance.
- Collaborated with clients to refine and enhance requirements, ensuring alignment with business objectives and user needs.
- Provided 24/7 technical and server support, ensuring uninterrupted service and rapid issue resolution.
- Enhanced server security by implementing advanced protocols in collaboration with the MIS team, safeguarding sensitive data.
- Led innovative brainstorming sessions to address and solve critical technical challenges, fostering a culture of continuous improvement.
- Executed data migrations between systems, ensuring data integrity and seamless transitions.

Associate Software Engineer - Allion Technologies - SL

Jun 2017 – Apr 2018

- Collaborated with clients to gather and clarify requirements, ensuring alignment with project goals.
- Resolved bugs and developed minor features, enhancing the overall functionality and reliability of the application.
- Trained and managed junior team members, fostering skill development.

INTERESTS





Gaming





REFERENCES

References available upon request.