Chathuranga Sampath

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

With over 6 years of experience as a versatile Web developer, I excel in leveraging comprehensive full-stack skillset, to deliver customer centric, high-performance solutions. Adaptable and driven, I possess a proven track record of thriving in team-based and self-driven settings. Proficient in remote work dynamics, seeking a role in a fast-paced, non-toxic environment to utilize and further broaden my skills.





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in LinkedIn



GitHub

WORK EXPERIENCE

Independent Contracts

Full-stack Developer - GetMyRx - Canada (Remote)

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

GetMyRx, a delivery service specialized in medical supplies with over 300+ pharmacies across Canada. I work on the feature developments and fixing issues in both Pharmacy-portal (merchant app) and the admin-portal (vendor app). Additionally, I was tasked to optimize multiple interfaces across applications providing users with efficient and enhanced experiences.

Highlights:

- Developed delivery-master feature which performs delivery cost estimations and suggests optimal delivery routes.
- Assisted in the system upgrade by offering a strategic, innovative solution to critical issues, significantly improving the design and functionality.
- 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.

Front-end Developer - Kindo | ezlunch - NZ (Remote)

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.

Highlights:

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

TECH SKILLS

| Java | | Spring-Boot | |
|----------------|----------|-------------------|------------|
| Play Framework | | Hibernate | |
| PostgreSQL | | MongoDB | |
| ActiveMQ | | Code Optimization | |
| React | | TypeScript | |
| Tailwind CSS | | Next.js | |
| HTML/CSS | Node.js | | Express.js |
| Python | THREE.js | | New Relic |

SOFT SKILLS

| Attention to Detail | Empathy |
|---------------------|--------------|
| Problem-Solving | Creativity |
| Persistence | Adaptability |

EDUCATION

B.Sc. Special (Honours) in Information Technology at Sri Lanka Institute of Information Technology (SLIIT) 2013 - 2017

PROJECTS

Developer Portfolio Demo

Next.js | TypeScript | Tailwind CSS | Aceternity UI

CLI for ARGB gaming peripherals (Open source) GitHub

Python | Npcap packet Interception | Rev.-Eng Command line tool to control ARGB lightings on FANTECH gaming peripherals without the need for native drivers.

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

THREE.is + Vite

A module that populates a cross-cut Star dome with variations in star colour. parameterized star density, min/max star sizes, and scatter distance of the star field.

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 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.

Home Automation Server

Spring Boot | Python | C++ (Arduino) | Node.js

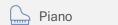
- Weather-sensitive IoT device management with a built-in task scheduler
- Localized announcements powered by LLM
- High-precision AI-driven surveillance with Integrated IoT
- Cross-platform smart device operability & custom device constraints
- Space Station sightings alerts based on realtime weather data
- Comprehensive management console & meal planner (Preview Access available upon request)

INTERESTS





Gaming





REFERENCES

References available upon request.