

Chathuranga Sampath

Full-Stack Developer | Java

With over 6 years of experience as a versatile IT 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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📍 Galle, Sri Lanka

🌐 LinkedIn

🐙 GitHub

WORK EXPERIENCE

Independent Contracts

Full-stack Developer - GetMyRx – Canada (Remote)

Oct 2022 – Present | Node.js • Spring Boot • JavaScript

GetMyRx, a delivery service specialized in medical supplies with over 300+ pharmacies across Canada. I worked 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 interfaces and processes cutting down overall latency by over 50%.

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 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

JAVA

Spring-Boot

Play Framework

Hibernate

PostgreSQL

Query Optimization

ActiveMQ

Code Optimization

React

Typescript

Node.js

JavaScript

HTML

CSS

New Relic

Python

Angular

MobX

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

CLI for ARGB FANTECH gaming peripherals (Open source) [GitHub](#)

Python | Npcap packet Interception

Built upon reverse engineering techniques, this custom command line tool enables handling ARGB lighting controls of FANTECH RGB gaming peripherals as a substitute for its native drivers.

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

THREE.js + Vite

A module that populates a cross-cut Star dome mathematically, with variations in star color, and 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/query optimizations, and multithreading, securing the system’s capacity to withstand higher throughput.
- Revamped underperforming user interfaces, achieving a 91% average reduction in latency and significantly enhancing user experience.
- Conducted extensive research 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 & Custom task scheduler
- High Accuracy AI-Vision surveillance & Integrated IoT
- Localized weather announcements
- Cross-platform smart device operability & Custom device-constraints
- Weather-responsive, localized Space Station sighting alerts
- Management console & Meal planner ([Demo](#) available upon request)

INTERESTS

 IoT

 Gaming

 Piano

 Cooking

REFERENCES

References available upon request.