

# Dilum Liyanage

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## Education

### Memorial University

St John's, NL

- Bachelor Of Science, Computer Science.
- GPA 3.8
- Programming Coursework: Algorithms & Data Structures, Software Engineering, Introduction to AI

2023

## Professional Experience

### Experity Inc.

Remote

#### Junior Software Engineer

Sep 2020 - Sep 2021

- Built REST full APIs to integrate a React based client side with a Spring boot (Java) server side.
- Created React client facing React components.
- Designed relational database models to store data and writing SQL queries to access it.
- Maintained web applications written in older frameworks such as Struts 2.0 and GWT.
- Leveraged Knowledge in full stack web development, Java, JavaScript, React, Spring Boot, SQL, Bootstrap, debugging using chrome developer tools.

## Software Projects

### GitHub Workflow Management App | Personal Project

A cross platform app (Android and IOS) which lets you delegate projects through a user interface within the app which then gets updated based on the commit messages in GitHub.

- Utilizes GitHub Actions to trigger server requests when pushing a code change.
- Uses persist storage to save data on the device for offline support.
- Uses Firebase to store data in the cloud.
- Uses server less architecture.
- Utilized - JavaScript, TypeScript, React Native, React.js, Node.js

### Mun Mobile | Personal Project

A re-design of the existing Mun mobile (one of the mobile apps used by students at Memorial University) app focused on the user interface and the user experience.

- Uses React Native reanimated to bring performant animations running on the UI thread.
- Uses gesture handling to improve user experience.
- Utilized - JavaScript, TypeScript, React Native, React.js

### Collection Of AI Projects | Academic Project

- Path finding using BFS/ DFS and A\* Search
- Connect 4 game using minimax with alpha beta pruning (Won the connect4 AI class competition).
- Solving Sudoku using genetic algorithms.
- Finding the shortest path in a maze using reinforcement learning.
- Utilized - JavaScript, Machine learning.

### Game Of Focus | Academic Project

Created a Java based 2D version of game of focus with 2 levels of difficulties. (Collaborative project)

- Used object oriented design patterns.
- Used Java's Swing to create the user interface.
- Utilized - Java, Swing, MVC type architecture.

## Skills & Achievements

**Software Skills** - (*proficient*): Java, JavaScript, Git, HTML/CSS. (*familiar*): Python, SQL, Ruby, AWS

**Achievements** - Hackathon runner up (2020). President Scout (42nd Colombo).