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ONLINE PRESENCE



LinkedIn Profile

<https://www.linkedin.com/in/dilumdesilva>



GitHub Profile

<https://github.com/dilumdesilva>



Medium Blog Profile

<https://dilumdesilva.medium.com>



Personal Blog

<http://dilumdesilva-ltc.blogspot.com>

EXTRA-CURRICULAR

- **MANAGER | ORGANISER**
Google Developer Group (GDG) Auckland
<https://gdg.community.dev/gdg-auckland>
- **LEAD ORGANISER**
Flutter Auckland
<https://www.meetup.com/flutterauckland>
- **CO-HOST | TECH SIDE CHAT**
GitHub Stream Team
<https://www.twitch.tv/collectons/5UJVqDIBtRYiqw>
- **TECH SPEAKER**
Build with AI Auckland 2024
Devfest Sri Lanka 2023
Auckland Flutter Meetup 2023
Google I/O Extended Auckland 2023
FOSSASIA Tech Summit 2019 - Singapore
Flutter Bootcamp 2019 - Vadodara, India
World Congress 2019 - Tokyo, Japan

DILUM DE SILVA

Software Engineer (Mobile)

EXPERIENCE

Industrial Employment

2024 - 2025
November Present



AMP NEW ZEALAND

Senior Fullstack Engineer (Mobile)

2021 - 2024
December November



HECTRE GROUP NEW ZEALAND

Mobile Engineer (iOS | Android | Flutter)

2020 - 2021
November November



CIRCLES.LIFE SINGAPORE

iOS Engineer II

2020 - 2020
May September



GOOGLE SUMMER OF CODE | SCORE LAB

Summer Intern

2019 - 2020
September September



NATURUB EXPORTS INTERNATIONAL

iOS Engineer

2018 - 2019
July July



ZONE24X7 (PVT) LTD

Trainee Associate Software Engineer

2017 - 2017
October December



CAMBIO LEARNING CENTER

Student Scholar - Design Thinking Program

2017 - 2017
May September



NATURUB EXPORTS INTERNATIONAL

Software Engineering Intern

Academic Employment

2020 - 2024
September September



INFORMATICS INSTITUTE OF TECHNOLOGY

Visiting Lecturer (Part-time) - iOS, Android, Research

ACADEMIC QUALIFICATIONS

2022 - 2024
February February

STAFFORDSHIRE UNIVERSITY, UK

Master of Business Administration

2016 - 2020
September September

UNIVERSITY OF WESTMINSTER, UK

BEng (Hons) in Software Engineering - First Class Honours

AWARDS, RECOGNITION AND PUBLICATIONS

2024

GOOGLE DEVELOPER EXPERT (GDE)

Recognised as the first GDE for Flutter in New Zealand by the Google Developer Experts program

2021

UNIVERSITY OF WESTMINSTER BEST ALL ROUNDER AWARD

Bachelor of Engineering Class of 2020

2021

NBQSA 2020 BRONZE AWARD - DAUGMENTOR

Bronze Award Winner National Best Quality Software Award under Tertiary Technology Category.

2020

A REVIEW ON GENERATIVE ADVERSARIAL NETWORKS

IEEE I2CT 2021 - 6TH IEEE International Conference for Convergence in Technology.

<https://ieeexplore.ieee.org/document/9417942>

EXTRA-CURRICULAR CONT.

• TECH SPEAKER CONT.

Flutter Meetup 2019 - Colombo, Sri Lanka

Casual Friday Talk by ITRC

University of Sri Jayawardenapura

Twists N'Turns Tech Summit by ICTCS

University of Jaffna

Hacktober Sunday 2020 by SLIIT FOSS Community

OTHER INTERESTS

• SPORTS

Table tennis has been a favorite sport of mine since high school, and I've participated in several corporate competitions. Additionally, I am an avid follower of **cricket** and **rugby**.

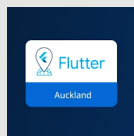
• PHOTOGRAPHY

Engaging in **photography** has been a hobby of mine for the past six years. I initially began with mobile photography, capturing memorable moments while travelling. Recently, I elevated this hobby by upgrading to professional cameras.

• SOCIAL GOOD

I am passionate about using my skills and experience to contribute to social and environmental causes. From university days, I have led workshops, presented tech talks locally and internationally, and volunteered for social good within tech communities.

Community Involvements



REFEREES

Available on request.

RECENT PROJECTS AND EXPERIENCES

AMP- Senior Fullstack Engineer (iOS, Android, Flutter)

- In this role, I ensured AMP mobile projects remained compatible with the latest SDK versions and features while upgrading their core dependencies and introduced routine upgrades.
- Initiated mobile practices like design systems for mobile, API standards, documentation.
- Developed CI/CD based mobile binary security scans and reporting to grade AMP apps.
- Introduced user-targeted production feature flags and A/B testing capabilities
- Introduced accessibility features like voice over.
- Introduced custom API and logger services to improve developer productivity.
- Maintains mobile platform at AMP.
- Contributes to SCRUM facilitation and hiring for mobile teams.

HECTRE - Senior Mobile Engineer (Flutter)

- In this capacity, played a major role in revamping Hectre mobile architecture with CLEAN architecture by taking major decisions with the team to select best fitting architecture for the product to scale with future requirements.
- Contributed towards the tech stack changes while knowledge sharing (Flutter and Dart) to the rest of the mobile team.
- Collaborated on refining architecture by packaging core-business-logic layers, service layers and widgets enabling team efficiency by decoupling components for new Flutter projects.
- Contributions include setting up CLEAN architecture, configuring project flavors for native Android and iOS, CI/CD with GitHub actions, unit tests, and custom Flutter widgets.
- Developed Python-based mobile backend APIs and managed deployments on AWS.

HECTRE - Mobile Engineer (iOS)

- Led Flutter integration into existing iOS projects, conducting crucial R&D for seamless integration of new Flutter features. Achieved shared authentication with Firebase on both native iOS SDK and Flutter SDK, highlighting major accomplishments in the role.
- Contributed to Swift feature development and architectural enhancements in VIPER architecture for native iOS projects.
- Led research and development on on-device machine learning using TensorFlow Lite.
- Custom Bluetooth library implementations for image sensors, cameras and printers
- SCRUM facilitation as SCRUM master.
- Facilitating team expansions through hiring and interviews.
- Conducted internal tech talks, represented the company at tech conferences.
- Conducted customer visits to orchards for feedback and feature improvement insights.

Tools & Tech - Flutter, Swift UI, Python, Firebase, AWS, CELAN, CI/CD with GitHub actions, Fastlane

CIRCLES.LIFE - iOS Engineer II

- Developed features for iOS mobile application in Swift and 'Quilt' Golang mobile backend, catering to telco users in Singapore, Taiwan, and Indonesia B2C markets.
- Led product management, hiring, and delivery for products and teams associated with the Taiwan and Indonesia B2C markets.
- Contributed to the establishment of backends-for-frontends architecture in Golang, enhancing the scalability of products to accommodate the rapid growth of the SaaS business model.
- Contributed to migrate source controlling workflows from Gitflow to Trunk Based Development (TBD) for efficient source code management among multiple regions.
- Worked on CI/CD pipeline using Bitrise and Fastlane for streamlined development and deployment processes.
- Held in charge of on-call process for iOS team, while fixing high priority issues, monitoring app crashes and availability with Firebase Crashlytics and NewRelic, ensuring optimal performance of the products in multiple regions.
- Contributed as an iOS developer, Quilt (Golang) developer, and Release manager, utilizing a diverse toolset including Swift, Go, Firebase Crashlytics, NewRelic, and Zendesk Chat, among others.

Tools & Tech - Swift, Golang, Firebase, NewRelic, BFF CI/CD with Bitrise and Fastlane, Zendesk

NATURUB EXPORTS - iOS Engineer

- Developed key features for internal macOS and iOS applications using Swift, enhancing productivity and efficiency within the organization.
- Led the end-to-end development lifecycle of internal macOS and iOS projects, from ideation to delivery, ensuring seamless integration and user satisfaction.
- Collaborated with cross-functional teams to gather requirements, design application architecture, and implement solutions tailored to meet organizational needs.
- Played a pivotal role in troubleshooting and debugging, addressing issues promptly, and