[www.judetill.com](http://www.judetill.com/) [www.github.com/judearavinda](http://www.github.com/judearavinda) <http://devpost.com/jude234>

**EMPLOYMENT**

**JUDE A. TILLEKERATNE**

(206) 631-1407 [jtilleke@uwaterloo.ca](mailto:jtilleke@uwaterloo.ca)

**Software Engineer II** **WarnerMedia Inc** **2018-Current**

Client Framework Team

* Built a customizable profile avatar feature for HBO Max which was used in over 200,000 profiles in first week of release.
* Designed and implemented the end-to-end advertising network infrastructure for HBOMax on iOS and tvOS
* Maintained a proprietary cross platform framework and its build infrastructure that is using a write once deploy anywhere paradigm targeting web, iOS, tvOS, Android, AndroidTV, TizenTV, PS4, Xbox, HiltonTV etc.

**Software Engineer** **Redfin** **Winter 2017**

Notifications Team

* Reduced time to organize and send push notifications by 10% by building a data pipeline for push notifications using Apache Kafka
* Built a fault tolerant and highly scalable Apache Samza application that delivered email recommendations to over 5 million users
* Worked with the Hibernate framework to extend backend functionality for email notifications

**Junior Software Engineer** **Digiflare** **Spring 2016**

Connected Devices Team

* Built a data analytics and export tool for debugging video stream quality on the Roku platform
* Worked with clients such as Vimeo and fuboTV to integrate custom designs and views into their respective Roku applications which resulted in higher user engagement
* Implemented custom Roku animation effects for smooth visual transitions

**.NET Developer** **IBM** **Fall 2015**

* Created new RESTful APIs in C# for unified data access on a variety of platforms
* Revamped SQL Server Integration Services in company’s flagship product to expedite data migration for large data sets

**EDUCATION**

**Waterloo, Canada** **University of Waterloo**

* Bachelor of Software Engineering 2018
* Undergraduate Coursework: Operating Systems; Databases; Algorithms; Programming Languages; Comp. Architecture; Calculus III.

**TECHNICAL EXPERIENCE**

**Projects**

* **Dreamote** (2016) <http://devpost.com/software/dreamote>: Created a program that recognizes hand gestures on hand drawn widgets to change the behavior of LEDs on an Arduino board. It won third place in an Enghack hackathon.
* **Watchdag** (2016) <http://devpost.com/software/watchdags>: Created an application that implements facial recognition and tracking through a video feed. Used Microsoft Azure APIs for backend storage and used OpenCV for image processing
* **2-Dimensional Puzzle Platformer** (2014): Built the physics engine from scratch in Java. It can utilize customlevels and custom obstacles as assets.
* **Doodle** (2014): Created a 2-D graphics drawing application which features custom colors and custom widgets.Save and Load Operations supported with XML, JSON and TXT file formats.

**LANGUAGES AND TECHNOLOGIES**

* React; Golang; TypeScript; JavaScript; C++; C; Java; Python
* Android SDK ; Windows Phone SDK ; Windows Forms; Roku SDK
* Visual Studio; Microsoft SQL Server; Eclipse; XCode;