

# Kalindu De Costa

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## Education

**University of Toronto** – *Honours Bachelor of Science (B.Sc.)*

Sep 2014 - Apr 2019

- Specializing in Software Engineering (Co-op)

## Experience

**Shopify** – *Senior Infrastructure Engineer - Team Edge Infrastructure*

May 2021 - Present

- Extensively worked with kubernetes, NGINX and ingress nginx for internal communication and routing for all applications running within Shopify
- Maintained and built load balancing infrastructure with GCP, dynamic lua middleware for request routing in NGINX, Go services for traffic shifting and service discovery within clusters

**IBM Canada** – *IIDR Data Replication Software Developer & Cloud Developer*

May 2016 - May 2021

- Direct work with IBM cloud with Kubernetes / Terraform to automate operation process for CDC Cloud
- Worked largely towards the CDC for Kafka offering including Kafka Custom Processing Operator to replicate database changes as they happen and delivers them to Kafka as a target
- Attended to customers directly (L2/L3) through SalesForce, found and resolved product defects and wrote private and public documentation which eased the day-to-day development for the customers and the team

**University of Toronto** – *Teaching Assistant*

Sept 2015 - Apr 2019

- Planned and taught a weekly 1-hour lesson on C / C++ / Python programming, advanced data structures and sorting algorithms to a group of 30 students which enhanced knowledge and understanding of core Computer Science topics and led to a successful semester for all my students

## Projects

**PyBuggy** – *Western Canadian Conference Computing Education '19*

ReactJS, Express, MongoDB, REST

- Created a full stack application with user authentication to solve python problems and record attempts
- Co-led a research team in developing a research tool and publishing [a study](#) investigating the impact of enhanced Python error messages on the success and satisfaction of novice programmers

**The Art of Guessing (AOG)**

NodeJS, SocketIO, MongoDB, REST

- A WebSocket based multiplayer drawing game completed using NodeJS and SocketIO. AOG contains a fully functional user account system along with user statistics, public multiplayer matchmaking and private lobbies

## Leadership

**Open Source Society (OSS)** – *Co-President*

Jan 2019 - Aug 2019

- Launched a student association to increase student collaboration on campus by building a community where students can improve their technical skills by contributing to open source software projects
- Established a student community by organizing workshops with industry partners (such as Mozilla and Rogers) with a total attendance of over 150 students and designed all promotional materials

## Technical Skills

**Languages**

Python, JavaScript, C, Java, HTML/CSS, SQL, SH/Bash

**Web Frameworks**

ReactJS, NodeJS, Express, Flask, SocketIO, Chai/Jest

**Databases / Operating Systems**

MongoDB, MySQL, PostgreSQL, Windows, OS X, Unix / Linux

**Tools**

AWS, Kubernetes, Confluent/Kafka, Terraform