

Mihindu de Silva

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Bangkok, Thailand

Engineering Leader with over 6 years of experience in full-stack, mobile, and backend development. Expert in building high-quality, scalable applications using Node.js frameworks and modern design patterns. Proven track record in leading cross-functional teams, driving digital transformation, and maintaining rigorous coding standards. Passionate about continuous learning and community engagement.

SKILLS

Full-Stack Development: Node.js (NestJS, NextJS), ReactJS, React Native

DevOps & Quality Assurance: Docker, Kubernetes, CI/CD (GitHub Actions, Jenkins, Fastlane), TDD, Automated Testing

Leadership & Collaboration: Agile Methodologies, Sprint Planning, Stakeholder Engagement, Team Development

Software Architecture: Service-Oriented Architecture, Microservices, Scalable Systems Design

WORK EXPERIENCE

OOZOU

Oct 2021 – Present

Lead Mobile & Full-Stack Developer

Bangkok, Thailand

- Architected and implemented scalable systems, including a NestJS backend and a NextJS web application, serving 525k monthly users with a 99.59% crash-free rate.
- Designed and developed a large-scale React Native mobile app, ensuring scalability and maintainability.
- Collaborated with the CTO and Product Owner to define roadmaps and delivery timelines, refining acceptance criteria for user stories.
- Established robust CI/CD pipelines and deployed services using Docker and Kubernetes, enhancing deployment efficiency.
- Championed coding standards and best practices, reducing technical debt and improving code quality.

Siam Commercial Bank

Aug 2019 – Sep 2021

Squad Lead - Mobile Developer

Bangkok, Thailand

- Led a team of 20 developers, including a mobile frontend squad, to develop and enhance mobile banking applications with over 1M daily active users, using React Native.
- Frontend squad lead of 7 mobile developers for multiple projects, upskilling them in React Native, Flutter, and Swift, achieving full team readiness in 2–4 weeks.
- Directed agile ceremonies and ensured alignment with client requirements for timely product releases.
- Developed features with unit testing in Swift, achieving KPIs of 99% crash-free users and reducing technical debt by 40%.

C# Unity Developer - RingZero Game Studio

June 2018 - July 2019

- Developed core gameplay systems and UI components for a mobile tower defense game, contributing to its release build and internal testing.
- Supported the iOS release process, including working with provisioning profiles and certificates, gaining hands-on experience in mobile deployment pipelines.
- Worked on a first-person puzzle escape game (PC/Console), designing and implementing gameplay features and core systems such as camera control and player interaction.
- Contributed to a rally racing game, collaborating on gameplay logic and camera/vehicle systems in Unity.

EDUCATION

Sirindhorn International Institute of Technology

2018

B. Eng | Computer Engineering (AI, Machine Learning, Information Retrieval)

Bangkok, Thailand