

# <Shenol Niko Peiris>

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## SUMMARY

A motivated and detail-oriented Software Engineering student at the University of Auckland with over four years of programming experience in Java, Python, and C. Combines a strong academic foundation with practical skills developed through diverse personal and university projects. My ambition is to join a forward-thinking team where I can contribute to software that improves the lives of millions.

## VOLUNTEER EXPERIENCE

### Robogals Volunteer

#### Robogals

01/2025 - Ongoing Auckland, NZ

- Volunteer, Robogals:** Actively engaged with a global non-profit dedicated to inspiring young people in engineering and related fields.
- Enhanced Communication Skills:** Facilitated engaging workshops, significantly broadening my ability to communicate effectively with diverse age groups, from children to young adults.
- Demonstrated Leadership:** Successfully led my group to first place in my first workshop, showcasing strong team guidance and problem-solving abilities.

### CASHIER/CHECKOUT OPERATOR (CUSTOMER SERVICE)

#### St. Anthony's Food

08/2024 - 01/2025 Auckland, NZ

- Cashier, St. Anthony's Food (Weekend Volunteer):** Managed a high volume of transactions and customer interactions in a dynamic, fast-paced environment.
- Optimized Service Flow:** Effectively coordinated with back-of-house staff to ensure a seamless and efficient customer experience at the front, even during peak periods.
- Enhanced Inter-Departmental Communication:** Proactively facilitated clear and concise communication between front-facing operations and back-of-house teams to maintain stock levels and resolve issues promptly, directly contributing to improved service delivery.
- Cultivated Positive Customer Relations:** Consistently provided a welcoming and friendly demeanor, greeting customers and addressing their needs to foster a positive and supportive atmosphere.

## EDUCATION

### NCEA Level 1,2,3

#### Mount Albert Grammar School

01/2019 - 12/2023 Mt. Albert, NZ

Maths, Physics, Chemistry, Earth and Space, Digital Technologies

### Bachelor of Engineering in Software Engineering University Of Auckland

02/2024 - 12/2027 Auckland, NZ

Engineering Computation, Electrical and Digital Systems, Software Engineering Theory, OOP, Computer Engineering and more

## TECHNICAL SKILLS

Java Node.js Javascript Python C MATLAB  
Next.js HTML CSS Blender Autodesk Inventor  
Git/Github Godot Game Engine Microsoft/Google suite

## SKILLS

- Communication
- Comuter Literacy
- Willingness to Learn
- Problem Solving
- Fast Learner
- Team Work
- Adaptability
- Punctuality
- Customer Service
- Time Management

## PROJECTS

### Review Program | University Project

As a key university project, I developed a Java application designed to introduce and solidify Object-Oriented Programming (OOP) skills. The program allows users to create a personalized guide to New Zealand by adding places of interest, attaching descriptive reviews, and assigning a 1-5 star rating. The project's architecture was built entirely around OOP principles, which was instrumental in understanding how to model data and behaviors to create logically structured and scalable software.

### First-Person Shooter Game

To gain a comprehensive understanding of the software development lifecycle, I independently managed and developed a 3D video game using the Godot Engine. The project was structured using professional Agile and Kanban methodologies, progressing from an initial prototype and vertical slice to a feature-complete beta version. This involved not only programming the game's logic but also creating custom 3D models and assets with Blender. The experience was invaluable for learning how to scope, manage, and execute a complex software project from start to finish.

### Guess The Colour Game | University Project

Applied Object-Oriented Programming (OOP) principles to create a user-CPU color-guessing game in Java. This project was instrumental in deepening my knowledge of OOP by requiring the practical application of interfaces, classes, and design patterns like Factory and Strategy for effective game development.

### Video Chat App(NexusCHAT)

Created a video chat app with messaging capabilities. I used Next.js for the frontend and Node.js for the backend. Video and sound distribution is handled by WebRTC, and I utilized WebSockets for long-lived connections, specifically using Socket.IO for managing these connections. This project helped me gain further experience in backend development, as I had to create an Express server for handling and managing the API and WebSockets. I also gained knowledge of monorepos and how web services are deployed.

### Movie and Tv-Series Scrapper

Engineered a Python web scraper that dynamically retrieves and ranks the top 25 movies or TV series for any user-defined year. This project provided hands-on experience with urllib3 for robust HTTP requests and BeautifulSoup for efficient HTML parsing, significantly enhancing my proficiency in Python and demonstrating the process of programmatically interacting with external web resources and extracting structured data from websites

### MapTraversal | University Project

Engineered a Java application designed to calculate the shortest travel path between specified countries, leveraging a graph-based data structure to represent geographical connections. This initiative significantly enhanced my understanding and practical application of various data structures and graph traversal algorithms, specifically Breadth-First Search (BFS) and Depth-First Search (DFS), in solving complex navigational problems.

## LANGUAGES

English ●●●●●  
Advanced

Sinhalese ●●●●●  
Native

## REFERENCES

Lakshan(Manager): 0210-285-6144  
Customer Service - St. Anthony's Food

</Shenol Niko  
Peiris>

### Portfolio Website

Transitioned from foundational HTML and CSS to advanced web development by independently building a personal portfolio website with Next.js and Tailwind CSS. This project deepened my understanding of JavaScript, its core functionalities, and the effective use of front-end frameworks. I also incorporated REST APIs for email automation, providing valuable experience with external service integration and an introduction to serverless functions.