Oditha Amarasinghe

416-858-9496 | ogamaras@uwaterloo.ca | Github | Personal Portfolio

Technical Skills

Languages and Technologies: C/C++, Java, JavaScript, Python, Next.js, React.js, Flask, Tailwind, Firebase, PostgreSQL, Node.js, LINQ.

Experience

UW Blueprint

May 2023 - Jan 2024

Full Stack Developer | React.js, Flask, PostgreSQL, REST API

Waterloo, ON

- Developed a robust platform to facilitate administrative operations for **Algoma's Children's Aid Society**, achieving enhanced efficiency through the migration of legacy spreadsheets and the implementation of advanced data organization features.
- Designed and implemented a robust user search functionality by seamlessly integrating custom endpoints into the internal API. Optimized data retrieval from hundreds of users through **Postgres** and engineered the front-end presentation of search results using custom **React components** and useState hooks for a dynamic and responsive user experience.
- Constructed a front-end skeleton for the user dashboard prioritizing **scalability**, thereby facilitating seamless integration of additional functionalities by future developers.

HealthCare Systems R&A

Jan 2023 - March 2023

Machine Learning Engineer | Python, Sklearn, SciKit, TensorFlow

GTA, ON

- Engineered an **interactive platform** utilizing a machine learning model self-trained to classify user movements, resulting in the achievement of a **project milestone** two weeks ahead of schedule.
- Implemented an algorithm for extracting and evaluating a set of new data features, resulting in a 40% improvement in the classification accuracy of the model.
- Developed a **hybrid neural network architecture**, actively harnessing the potential of both LSTM and CNN layers, resulting in significant accuracy improvements across **all classes** of the data set.

Manulife

May 2022 - Sept 2022

GTA. ON

Data Engineer | Python, Devo, LINQ, SQL

- Effectively harnessed the Devo Platform to **filter and refine** extensive data logs, resulting in a notable **10% reduction** in redundant metric alerts.
- Constructed an **automation tool** for seamless data transfer between **AWS S3** and **Azure Blob storage**, ensuring the safety of **thousands of legacy data logs**.
- Refined the performance of the Devo platform by 30% through optimized LINQ scripting.

Projects

UWNAV Jan 2024

Next.js Tailwind | https://github.com/odis43/uwnav

- Currently developing a Next.js app which incorporates **Dijkstra's shortest path** algorithm to determine the most optimal route between classes on campus.
- Latest iteration of the algorithm delivers **precise node sequences** representing the optimal path from the initial to the destination node, accompanied by a **quantified weight** denoting the cumulative distance covered in meters.
- Executed **on-campus research** to map and construct a comprehensive graph illustrating the campus infrastructure, showcasing a hands-on approach to **data collection and analysis**.

Personal Blog Dec 2023

React.js, Tailwind, Firebase | https://github.com/odis43/blog

- Developed a sleek, minimalist blog using Tailwind which complies with minimalist design principles.
- Implemented a dynamic review page interfacing with Firebase Realtime Database for seamless storage and retrieval of musician information. Automated frontend updates to reflect database changes, ensuring consistent styling based on predefined properties.

Command-Line Chess Novemeber 2022

C++ | https://github.com/odis43/CLI-chess

- Designed and implemented a fully functional chess game in C++, following **OOP** and **RAII principles**.
- Effectively leveraged the **Observer design pattern** to enable efficient communication and updates between different game components, reinforcing the project's object-oriented foundation.
- Accommodated rule modifications and additional players by extending the OOP-based architecture, ensuring adaptability to different chess experiences.

Education

University of Waterloo Sept. 2021 – Present