

# Pubudu Dissanayake

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## EDUCATION

### AUSTRALIAN NATIONAL UNIVERSITY

#### MASTER OF COMPUTING

Specialized in Artificial Intelligence and Human Computer Interface  
2017 | Canberra, ACT

### UNIVERSITY OF WESTMINSTER

#### BENG.(HON) SOFTWARE ENGINEERING

2013 | London, UK

## LINKS

Github:// [pubudu08](#)  
LinkedIn:// [pubududissanayake](#)  
Twitter:// [@GeekInAction](#)

## COURSEWORK

### GRADUATE

Artificial Intelligence  
Bio-inspired Computing  
Document Analysis  
Formal Methods in Software Engineering  
HCI Design and Evaluation  
System Engineering  
Managing Software Projects  
Software Construction  
Software Architecture and Human Brain

### UNDERGRADUATE

Algorithms and Data Structures  
Information And Data Modelling  
Software Engineering Principles  
Computational Intelligence  
Database Design And Practice  
Advance Web Development  
Real Time Embedded Systems  
Project Management

## SKILLS

### PROGRAMMING

Over 5000 lines:

Java • Python • JavaScript • Matlab

Over 1000 lines:

Android • Matlab • CSS • HTML • R  
SQL • C#

Familiar:

AngularJS 2+ • JAX-RS • JAX-WS • Spring  
MySQL • JUnit • TensorFlow • Keras  
OSGi • SOAP • Git • JQuery, • TypeScript  
Jenkins CI

## EXPERIENCE

### WSO2 INC | SOFTWARE ENGINEER

2013 - 2015 | Colombo, Sri Lanka

- Actively involved in development of WSO2 Carbon server (Kernel) and WSO2 Application Server.
- Researched and Developed features based on OSGi, XML/JSON and integrated with SOAP and REST services.
- Developed proof of concepts and applications of advanced complex scopes, such as Session Replication and Session Persistence
- As a Full-stack developer - wrote and reviewed code for JavaScript, Java APIs for RESTful Web Services
- Tested mission-critical firmware and software on a new product deployment team
- Developed and maintained automated tests in Java for regression testing.
- Practiced Agile in 2 week sprints with 8 other developers.
- All code was reviewed, perfected, and pushed to production.

### 99X TECHNOLOGIES | SOFTWARE ENGINEERING INTERN

2011 - 2012 | Colombo, Sri Lanka

- Developed, and managed a desktop and web based software pipeline for time management of a corporate Norwegian ISV.
- Practiced Agile in 2 week sprints with 10 other developers.
- All code was reviewed, perfected, and pushed to production using SVN.

## PROJECTS

### CONTEXTRACTOR | A SIMPLE SEARCH ENGINE

Developed a search engine based on Apache lucene and evaluated by using trec eval with test collections.

### PIXELATEDSEARCH ENGINE | SINGLE AGENT SEARCH PROBLEM

Designed, developed, and delivered an engine consists with uninformed and informed search strategies for the graphsearch algorithm, In particular Breadth-First Search, Iterative Deepening Search, A\* and MiniMax as an adversarial search for two-player game.

## AWARDS

2013 Upper Second Class Honours, UoW

## SOCIETIES AND VOLUNTEER EXPERIENCE

2016 Mentor, SET4ANU, ANU

2016 Photography Editor, Woroni - Student News paper, ANU

2016 Member, ANU Computer Science Students' Association

## REFEREES AVAILABLE UPON REQUEST