RAVINDU HASANTHA NAULLAGE







WORK EXPERIENCE

Software Development Engineer @ ZUZU Hospitality

2019 Nov - Present, Singapore

Technology-led, low-cost alternative to a traditional hotel chain company, providing revenue management, distribution and marketing tailored to increase revenue of hotels across south east asia.

- Payment gateway service ReactJs, Go, AWS Cloudwatch events, AWS Lambda
 - Integrated a payment service provider into the booking engine web app by implementing both backend service and frontend component
 - Reduced payment charges for refunds by implementing automated payment collection functionality which charges traveler credit cards on a schedule based on booking cancellation policy
 - o Increased company revenue by automating virtual credit card charging process which was labor intensive and error prone
- Booking service Go, PHP Laravel
 - Migrated the legacy code written in PHP Laravel for booking creation, modification and cancellation into a separate microservice written in Go
- Rules engine floor rates for revenue management Go, PHP Laravel, MySQL
 - Designed and implemented database structure, APIs and data migration for implementing lower bound to room rates for next 2 years
- Data pipeline PySpark, Amazon Glue, Amazon Redshift
 - Coordinated with data engineers to accurately transform application data into the data warehouse
 - Implemented data migration scripts to clean data
 - Updated AWS Glue ETL (extract, transform, load) jobs to include hotel level availability data.
- Devops Terraform, Terragrunt, AWS Code Build, AWS ECS
 - Wrote TerraGrunt code to create AWS Code Build and deploy microservices into AWS ECS containers
- Technical support
 - Identified root causes for production issues and coordinated support effort to resolve them
 - o Implemented support dashboard with tools to be used by customer support teams reducing 40% developer time consumed for repetitive work
 - Trained customer support teams on product and technical details of the support tools

Software Engineer @ Evepax IT Consulting

2018 Jan - 2019 Oct, Sri Lanka

Project based software solutions company which offers software development teams to offshore clients.

- Implemented a queuing solution using Beanstalk to completely solve booking duplication issue
- Improved booking system legacy code by refactoring code into readable functions
- Revamped existing booking details APIs to improve load time and support new version of the booking details pop up

Intern Software Engineer @ Virtusa

2016 Jun - 2016 Dec, Sri Lanka

A fortune 500 information technology company.

Automated email sending application - Java, OrientDB

TECHNICAL PROJECTS

goviguru.lk Video Platform - For training agricultural officers and farmers in organic farming - React JS, Material UI, Node JS, MongoDB Web based video application which encourages and provides necessary know how to Sri Lankan farmers to be successful in organic farming

2021

2017

Final Year Research Project – Automatic Summarization of Student Course

Natural Language Processing, Machine learning - scikit learn, Python, Stanford NLP tools

General text summarizing tasks introduced to student feedback in order to improve teaching and learning processes. Involved tasks such as opinion target extraction, text clustering and text similarity learning

TECHNICAL SKILLS

Languages: Go, PHP, Python, JavaScript, SQL

Technologies: Go kit, Laravel, Flask, ReactJS, NodeJS, JQuery, MySQL, DynamoDB, MongoDB, AWS, Expo (React Native)

PUBLICATIONS

"Opinion Target Extraction for Student Course Feedback" by J. Chathuranga, S. Ediriweera, R. Hasantha, P. Munasinghe, and S. Ranathunga at 29th Conference on Computational Linguistics and Speech Processing (ROCLING 2017), Taipei, Taiwan

"Annotating Opinions and Opinion Targets in Student Course Feedback" by J. Chathuranga, R. Hasantha S. Ediriweera, P. Munasinghe and S. Ranathunga at 11th edition of the Language Resources and Evaluation Conference (LREC 2018), Miyazaki, Japan

EDUCATION

University of Moratuwa 2014 Feb - 2017 Dec, Sri Lanka