Nadika Bandara

Software Engineer

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EDUCATION

ST. CLOUD STATE UNIVERSITY
BS in Computer Science
Expected December 2019
Dean's List *2015
College Senator *2017

IBA CAMPUS
Dip in Computer Science
Graduated August 2015
Passed with honors

LEADERSHIP

HACKISU
Lead a team of 5 students to design a mapping application (Shop-Track) within 48 hours.

GREAT NORTH LABS
Formed a team of 5 computer science and marketing students to work on a social media app startup named Reskyo.

COURSEWORK

Data Structures and Algorithms
Object-Oriented Software Design
Web and Front-End Development
Database Theory and Design
Operating Systems
Software Systems
Computer Architecture
Intro to AI
Evolutionary Computation
RESTful API Design

SKILLS

Proficient:
JavaScript • Node.js • HTML/CSS
Java • Groovy • Grails • Express.js
React • Redux • MongoDB

Exposure to:
C++ • C# • Solidity • Python • SQL
Bootstrap • Angular • Flask • MVC
ASP.NET Core • Microservices

Software/Tools:
Git • Unix/Linux • AWS
WordPress • Firebase • Unity
Postman • Twilio • IntelliJ
Visual Studio

EXPERIENCE

Software Engineer | MEI Research, Ltd
May 2019 – Present | Minneapolis, MN
- Designed and developed both front-end and back-end components for the Grails web application based on provided requirements.
- Implemented a push notification system using the OneSignal API, so clients can receive real-time mobile notifications.
- Wrote database migration scripts to restructure the MongoDB database when deploying major updates of the application.

Co-Founder & Lead Engineer | EQHire, LLC
January 2018 – May 2019 | Providence, RI
- Developed the back-end of the web app from scratch with a microservices architecture using Express.js server and MongoDB database.
- Deployed and maintained the web application with a rapid deployment cycle on AWS with an economical amount of cloud expenses.
- Managed the developer team of 4 developers using agile methodologies and remote git repositories.
- Gained initial user traction to the application by optimizing the business plan according to the Lean startup method and qualitative/quantitative market research.

Software Engineer Intern | Geo-Comm, Inc
June 2018 – September 2018 | St. Cloud, MN
- Developed front-end components for the internal dashboard of the company using the Angular framework.
- Refactored to optimize RESTful APIs on multiple back-end servers built using ASP.NET Core framework.
- Implemented server-side unit tests for the internal dashboard of the company using C#.

PROJECTS

CryptoCredentials | Solidity • Smart Contracts • C++
Implemented a peer to peer decentralized system which verifies information and stores in a Blockchain. Started with a simple Blockchain built using C++ and then used Ethereum smart contracts to develop a prototype. Prototype and a research poster were presented at 2018 Huskies Showcase at St. Cloud State University.
- Huskie Showcase Finalist 2018

Isolation Game AI Agent | React • Game Tree
Designed and developed a strategy board game "The Isolation Game" with the opponent being an AI agent. The application UI was built using React.js and the AI agent was implemented using JavaScript classes running on the web browser .

Shop-Track | JavaScript • HTML/CSS • JSON • Firebase
Developed a mapping system which can locate grocery items and make an efficient route to reach them in a minimum amount of time. Built a prototype within 48 hours in a hackathon and improved the application afterward with including documentation.
- HackISU 2017