

Shehan Vanderputt

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EDUCATION

BSc. Honours, Computer Engineering Specialization
UNIVERSITY OF PERADENIYA

Kandy | Sri Lanka | 2015-2019

WORK EXPERIENCE

DUBLIW | SENIOR SOFTWARE ENGINEER

Sri Lanka | Nov 2021 – Present

- Develop and implement back-end services for main and appended services using **C#** and **.Net Core**, following a Layered Architecture approach.
- Utilize **jQuery** and **Angular** for front-end development.
- Manage Identity Database using **MSSQL** and **Dapper**.
- Maintain automated services using **Azure Function apps**, **Service buses**, **Logic apps**, and **Storage Accounts**.
- Handle and import large volumes of data to the main web service using **MongoDB**.
- Manage communication services using **Twilio**.

THE SOFTWARE PRACTICE | SOFTWARE ENGINEER

Singapore | Mar 2019 - Dec 2020

- Implemented back-end services using **.Net Core** following the **MVC** architecture.
- Loaded **OOXML** worksheets to controllers to generate new worksheets.
- Managed Database using **MSSQL** Identity Database Management and Entity Framework Core.

TIQRI | SOFTWARE ENGINEER INTERN

Sri Lanka | Oct 2017 – March 2018

- Implemented an Authentication System using **NFC** technology as a substitute for RFID tags.
- Developed an Event Management System Platform for organizing and managing events using **ReactJS** for front-end development.

PROJECTS

FINAL YEAR PROJECT - BSC. ENGINEERING 

C#, .NET CORE, HTML/CSS

Portable Executable Scanner - Extracted information inside executable and identified solutions for load dependency issues.

SLIIT ROBO FEST CHALLENGE 2016 AND SAIMT ROBOTICS CHALLENGE 2016 

C++, ARDUINO

Participated and implemented the mechanical aspect of a robot capable of finding the finish line in a mesh.

ACES HACKATHON 2016 - TEAM MEMBER OF WISMS MOBILE APPLICATION 

JAVA, ANDROID, HTML/CSS

Worked on the creation of a mobile application that recognizes hand shapes and translates them into text, aimed at helping individuals with disabilities communicate more efficiently.

HACKX HACKATHON 2017 - IDEA OWNER AND TEAM LEADER OF TEAM ARTS MOBILE APPLICATION 

ANDROID

Conceptualized and led the creation of a mobile application that enables users to collaboratively create and share drawings.

REMOTE ARM ARDUINO APPLICATION 

C++, ARDUINO

Team member of "Remote Arm" Arduino application Assisted in the development of a wearable device that remotely controls a robot arm using the location of the human hand.

SKILLS

Languages: C#, TSQL, JavaScript, jQuery, Java, C++, C

Web Development: Angular, HTML/CSS

Methodologies: Scrum

Databases: MSSQL, MongoDB

Technology: Azure, Git