Sithum Bopitiya

BACKEND DEVELOPER

Professional Summary

I am a backend developer and open source enthusiast. I am passionate about cloud-native and blockchain/web3 development and integration; and I am currently working on a Dine-in payment platform.

Contact Details

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Skills

Cloud-Native Infrastructure
- Kubernetes, Docker
- Service Meshes (Linkerd)
- Helm, Prometheus, Grafana
- GCP, Azure, Digital Ocean
- Datadog

Back-End
- JavaScript - Node.js
- Golang
- gRPC
- OpenAPI
- JWT
- mTLS
- Message Broker (Azure Service Bus)

Database
- Relational - MySQL, PostgreSQL, MSSQL
- NoSQL - MongoDB, Firebase
- In-memory - Redis

Other
- Stripe
- checkout
- Solidity

Personal Skills
- Teamwork
- Adaptation
- Quick learning
- Knowledge transfer
- Community Leadership

Academic Profile

BSC (HONS) IN INFORMATION TECHNOLOGY SPECIALIZING IN SOFTWARE

Sri Lanka Institute of Information Technology

Work Experience

SOFTWARE ENGINEER AT ARIMAC-SPADES
Spade is a Dine-in payments app that is used by restaurants to accept payments and a fast-growing startup company based in the UAE region.
- Rewrite payment flow with Stripe to get dynamic and fix commission.
- Implement web notifications for transactions using the service bus.
- Fully integration of Revel POS, which runs on more than 40 restaurants across three regions.
- Implement a smart caching solution for low API rate limit using Redis.
- Implement correlation id based tracing for better observability with Datadog.

INTERN SOFTWARE ENGINEER AT WSO2
My second internship at WSO2 was a 6-month internship where I worked on a product called Choreo which is a platform for API developers to create, deploy and manage APIs. During my internship I worked few research projects related to the Choreo platform:
- Multicluster service discovery with Linkerd and KudeFed
- Kubernetes configuration management with Kustomize
- Performance testing with JMeter
- Unit testing with Jest
- Golang coverage testing
- Azure Kubernetes Service (AKS)

INTERN SOFTWARE ENGINEER AT PLATFORMER CLOUD
I started my first internship at Platformer Cloud and was involved in the development and research activities in building their product Platformer Console which is a cloud-based platform for managing and deploying applications on Kubernetes.
- Implement new microservices in Golang and ProsgresSQL
- Developed Platformer console frontend components in React and TypeScript
- Developed features on the Platform CLI in TypeScript
- Automated Kubernetes cluster federation on DigitalOcean
- Workflow automation with GitHub Actions
- Build Docker imagers using Buildpack
- Write swagger API documentation
- Google Kubernetes Engine (GKE)

Projects

Movie Box
CLI tool/ Microservices with spf13/cobra, go-chi/chi and anacrolix/torrent
- Search movies from YTS
- Download movies from YTS via Torrent
- Support for Raspberry Pi/arm and Windows
- Kubernetes ready

Go Puso
Production ready microservice template with spf13/cobra, go-chi/chi, jinzhu/gorm and swaggo/swag
- Kubernetes ready
- PostgreSQL support with gorm
- Swagger
- Prometheus support

Volunteering

Developer relations at SLIIT FOSS Community
2021 - 2022

Project coordinator at SLIIT FOSS Community
2020 - 2021

Contributor at Golang Sri Lanka
2021 - Present

Contributor at Kubernetes Sri Lanka
2021 - Present