

Nipun Gunawardana

Software Engineer/Developer

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Age : 26

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SUMMARY

Role	Company/Location	Period
Software Engineer	Sankaraa Tech (Pvt) Ltd. Sri Lanka, Singapore	From Jan-2025
Associate Software Engineer	SI Dynamics (Pvt) Ltd. Sri Lanka	May-2023 to Jan-2025
Junior Software Engineer	Innov8 Fusion (Pvt) Ltd. Sri Lanka	Apr-2022 to May-2023
Software Developer	Bitzen (Pvt) Ltd. Sri Lanka	Apr 2021 to Feb 2022

- **B.Sc. (Hons) in Software engineering | Birmingham City University | Second Class Division 1**
- **SQA Certified: SCQF Level 9**
- **SQA Certified: SCQF Level 8**
- **SQA Certified: SCQF Level 7**

SKILLS

Technology	Total experience(years)	Last used
Android Kotlin, Java	4	To-date
iOS Swift / UIKit	3	To-date
FLUTTER	3	To-date
Mongo DB	2	To-date
Node JS	2	To-date
Spring Boot	1	To-date
React JS	2	To-date
MYSQL	3	To-date
Agile/SCRUM	3	To-date
PM Tools (Trello,Jira,Clickup)	3	To-date
Bitbucket / Gitlab	3	To-date
MVC/MVP/MVVM/CLEAN	3	To-date
ER / Workbench	2.5	To-date
Postman	2.5	To-date
Java SE	5	To-date

CI/CD	1	To-date
JSP	1	Nov-2021
Hibernate	1	Nov-2021
HTML/CSS/JavaScript/JQuery/AJAX	1.5	Aug-2021

PROFESSIONAL EXPERIENCE

Sankaraa (Pvt) Ltd: (From Jan 2025)

<i>DESIGNATION & PERIOD</i>	<i><u>DETAILS</u></i>
Software Engineer(Mobile department) From Jan-2025	<p><i>Projects:</i></p> <p><i>CRM – Customer Relations, WMS- Warehouse operation, SMM- Communication management</i></p> <p><i>Roles and responsibilities.</i></p> <ul style="list-style-type: none"> • Participated in daily stand-ups and sprint planning within Agile teams. • Broke down features into technical tasks with time estimates. • Developed mobile features using Flutter, Android Kotlin XML, Jetpack and iOS Swift, UIKit with MVVM and Clean Architecture. • Converted Figma designs into responsive UIs across multiple devices. • Integrated REST APIs and third-party services with centralized error and loading state handling. • Wrote unit and UI tests to maintain app stability. • Implemented splash screen APIs and optimized launch flow, reducing load time by 30%. • Reduced app size by removing unused resources and consolidating duplicate logic. • Reused screens and components to improve performance and reduce redundancy. • Applied Dependency Injection and state management for modular, testable code. • Created reusable modules for camera, location, and notifications. • Conducted code reviews and enforced clean pull request workflows. • Collaborated with QA to resolve platform-specific bugs and edge cases. • Monitored app performance using analytics and logging tools. • Mentored junior developers on architecture and UI implementation. • Managed app releases on Google Play Store and Apple App Store, including internal, closed, and production tracks. • Created detailed documentation for publishing assets to facilitate collaboration with UI/UX, analysts, and PMs. <p><i>Technologies used:</i></p> <p>Android Kotlin, IOS SwiftUI, UIKit, REST API, JIRA & Trello (PM Tools), GIT & Bitbucket</p> <p><i>IDEs & Tools used:</i></p> <p>Netbeans, Android Studio, Xcode , phpstorm, VSCode , Github Desktop, Postmen, Slack, SF Symbols, Iconizer, SourceTree</p>

SI Dynamics (Pvt) Ltd: (May 2023-Jan-2025)

<i>DESIGNATION & PERIOD</i>	<i><u>DETAILS</u></i>
Associate Software Engineer May-2023 to Jan-2025	<p><i>Projects:</i></p> <p><i>GSMB sand ordering App . Lalan Group- IoT App, Water meter Employee Tracking Application, Salary Management Application-, Material Tracking Application - Sierra Water</i></p> <p><i><u>Roles and responsibilities.</u></i></p> <ul style="list-style-type: none">• Developed cross-platform, Native apps (Kotlin, Swift, UIKit, Web) using Flutter and Dart.• Applied state management (BLoC, Riverpod, Provider, GetX) for scalable and reactive UIs.• Translated Figma designs into responsive, pixel-perfect Flutter layouts.• Integrated REST APIs, Google ML Kit, Google Maps, Places, Geocode, and Directions.• Built features like QR code scanning, predictive search, geofencing, and AI-driven task assignment.• Visualized analytics with interactive charts and dashboards.• Integrated Stripe for secure in-app payments.• Worked with background services, notifications, and Bluetooth modules.• Collaborated with UI/UX, backend, and junior devs in Agile teams.• Built and maintained Android apps using Kotlin, Java, Jetpack, and MVVM architecture.• Used Clean Architecture for scalable, testable, and maintainable code.• Handled async tasks using Coroutines and managed dependencies with Dagger Hilt.• Integrated REST APIs, camera, GPS, Bluetooth, background services, and notifications.• Contributed to AI-powered OCR using ML Kit for text recognition (e.g., water meter readings).• Managed app performance, error handling, and edge-case scenarios.• Used Git for version control and performed code reviews.• Mentored juniors on presentation layer and architectural patterns.• Wrote Python scripts to update MongoDB models and integrated Firebase. <p><i><u>Technologies used:</u></i></p> <p>Android Kotlin, SwiftUI, UIKit, Flutter, React JS, REST API, JIRA & Trello (PM Tools), Bitbucket, Postmen, MySQL, SpringBoot</p> <p><i><u>IDEs & Tools used:</u></i></p> <p>Netbeans, Android Studio, Xcode , phpstorm, VSCode , Github Desktop, Postmen, MySQL Query Browser, Navicat, Workbench, Slack</p>

Innov8 Fusion (Pvt) Ltd: (Apr 2022-May-2023)

<i>DESIGNATION & PERIOD</i>	<i>DETAILS</i>
Junior Software Engineer Apr-2022 to May-2023	<p><i>Projects:</i></p> <p><i>Innov8 HRM, DStore, EasyChanneling, Yummy, Gokarz (Android & IOS - Flutter), GOKARZ Website, EBizz, Easy Search</i></p> <p><i>Roles and responsibilities:</i></p> <ul style="list-style-type: none">• Led research and integration of new technologies to enhance app capabilities and performance.• Refactored legacy codebase from GetX to Provider, applying MVVM, Clean Architecture principles.• Designed and maintained native Android, ios apps using Kotlin, Java, Swift UI, UIKit And cross Platform in Flutter with BLOC• Improved app performance with Coroutines and implemented dependency injection using Dagger Hilt.• Managed full app publishing cycle on Google Play Store and Apple App Store, ensuring compliance and smooth releases.• Created detailed documentation for publishing assets to facilitate collaboration with UI/UX, analysts, and PMs.• Integrated Firebase Cloud Messaging for reliable push notifications on Android and iOS (foreground and background).• Optimized location permission handling to boost performance and ensure privacy compliance.• Built reusable UI components to improve development speed and increase sales by 40%.• Facilitated daily SCRUM meetings to improve team communication and project delivery. <p><i>Technologies used:</i></p> <p>Android Java, SwiftUI, UIKit, Flutter, REST API, JIRA &. Trello (PM Tools), GIT & Bitbucket(Source control)</p> <p><i>IDEs & Tools used:</i></p> <p>Netbeans, Android Studio, Xcode, VSCode , Github Desktop, Postmen, Workbench, Slack, SourceTree</p>

Bitzean (Pvt) Ltd: (Apr 2021-Feb-2022)

<i>DESIGNATION & PERIOD</i>	<i><u>DETAILS</u></i>
Software Developer - Apr-2021 to Feb-2022	<p><i>Projects:</i></p> <p><i>Bitzean - Social Media , Bitzean - Wallet , Bitzean - Advertisements EBizz, Easy Search, Ex-Air Force Association, LMS, StreamIT, POS System (Pharmacy,Mobile Shop), Tender Management System, Exam Management system</i></p> <p><i>Roles and responsibilities.</i></p> <ul style="list-style-type: none">• Designed and developed products to meet the requirements.• Contributed to the research and development, and the integration of new technologies.• Designed and maintained native Android, ios apps using Kotlin XML, Java XML, Swift UI, UIKit, Jetpack components, with MVVM & CLEAN Architectures• Improved app performance with Coroutines and implemented dependency injection using Dagger Hilt.• Work with Senior Mobile Developers of project requirements and scenarios.• Developed libraries and implemented functions to software products• Used Trello to monitor critical bugs and fixed them.• Designed ER diagrams for use in database design.• Was responsible for fixing bugs that were reported by QAs.• Involved in API development for various applications.• Developed various frontend and backend components using languages like PHP & HTML.• Contributed to API testing and bug fixing.• Config CI/CD pipeline <p><i>Technologies used:</i></p> <p>Android Java,XML, IOS Swift, UIKit, PHP , REST API, Trello (PM Tools), GIT & Bitbucket(Source control), Postmen, MySQL, Workbench</p> <p><i>IDEs & Tools used:</i></p> <p>Android Studio, phpstorm, VSCode, Github Desktop, Postmen, MySQL Query Browser, Navicat, Workbench, Slack</p>

ACADEMIC PROJECTS:

<i>PERIOD</i>	<i>DETAILS</i>
<u>Nov 2018</u>	Wireless mouse & keyboard by using socket programming with java robot class <u>Technologies & tools</u> Java, JavaSwing, Java Socket, Java robot kit
<u>July 2018</u>	Clipboard sharing app by socket programming(Access your clipboard in another PC) <u>Technologies & tools</u> Java, JavaSwing, Java Socket
<u>March 2018</u>	Wireless intercom system by using socket programming Features:Video Call, Audio Call,Text Messaging, File Sharing <u>Technologies & tools</u> Java, JavaSwing, Java Socket, Java IO
<u>January 2018</u>	Screen share to another PC by using java socket programming <u>Technologies & tools</u> Java, JavaSwing, Java Socket

REFEREES

Mr.Warnapriya Wijesundara Chief Information Officer Sierra Construction (Pvt) Ltd Colombo warnapriya@sierrath.lk +94 76 820 8661	Dr. Tharaka Sankalpa Lecturer / Academic Coordinator Java Institute Colombo 5 tharaka@javainstitute.edu.lk +94 77 776 7752
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