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ISURU NANAYAKKARA

EDUCATION

B.S. in Computer Science - *The University of Alabama* **Graduation: December 2018**

- Cumulative GPA: 3.68/4.00 Minor: Mathematics Current Status: Senior

WORK EXPERIENCE

Software Developer Internship - *Bentley Systems* **May 2018 - August 2018**

- Integrated Launch Darkly feature gating service into Bentley Navigator
- Investigated and assisted with updating and configuring the Navigator Android build. Wrote and modified makefiles to deliver object files and generate APK.
- Participated in daily Scrums, gained experience with Mercurial version control.

Developer - *Alabama Innovation and Mentoring of Entrepreneurs* **June 2017- Present**

- Lead designer and developer of the official mobile app of the AIME department.
- Developing the React web app for the department's Crimson Startup program.
- Responsibilities include formulating the app architecture, designing UI layouts, writing the application code and using Git VCS for code maintenance.

SKILLS

Programming Languages: C, C++, Java, JavaScript, Python, SQL

Web Development: React, Node.JS, Angular, HTML, CSS

Mobile Development: Android (Native) (2 years experience), React Native

Data Structures and Algorithms: College Course (4 Projects in C). Studied Algorithm Runtimes

Miscellaneous: Git, Firebase, Experience with Windows, Mac, and Linux environments.

PROJECTS

Super Collider (Android) - *Personal Project*

- Simple 2D arcade game built with standard Java Android. Published on Google Play

Gyg (Android+Firebase) - *College Project, 5 member team*

- Social app that allows users to find or post side jobs that they want to be involved in.

Chocoholics Anonymous (Java) - *College Project, 4 member team*

- Followed SDLC process to build Java product with interactive UI. Collaborated with Git

Taxtrackr (Angular) - *MLH Crimson Hacks (April 2018), 3 member team*

- Pulls data about US tax spending from 2000-2017 and displays it using Chart.js graphs.

Holiday Hijinks (Unity): Winner, Best Game - *MLH Local Hack Day (December 2017), 4 member team*

- Simple 2D game built with the Unity game engine. Written using C#

Include Me (Android): Winner, Best Rookie Hack - *MLH Crimson Hacks (March 2017), 4 member team*

- Team building app that helps users find other contestants at a hackathon.