

PUBUDU WIJESOORIYA

📍 Omaha, NE

☎ (402) 939-9772 | ✉ pubudusupun@gmail.com | www.linkedin.com/in/pubudu-wijesooriya/
www.pubudus.com

Software Engineer

Skilled **Software Engineer** with a strong background in developing and implementing high-performance applications and solutions. Adept at analyzing complex technical problems and creating innovative solutions to meet business needs. Skilled in coding, testing, debugging, and deploying software applications using various programming languages such as C++, C#, and Java. Well-versed in agile methodologies, continuous integration and delivery, and cloud computing technologies. Excellent communication and collaboration skills, working effectively independently and as part of a team. Consistently delivering high-quality results while keeping a customer-centric approach. Passionate about staying up to date with the latest technology trends and advancements in software engineering.

Selected Highlights:

- **Led a large-scale, collaborative project** with a multimillion-dollar budget resulting in the development of Mixed Reality software for gait rehabilitation at the University of Nebraska at Omaha.
- **Optimized complex algorithms** from MATLAB to C#, enabling seamless software performance for Mixed Reality software.
- **Engineered and implemented** a centralized authentication system using TACACS+ and PAM modules at SENCORE Inc, streamlining authentication and improving access control.
- **Delivered exceptional customer service** to students and staff while maintaining open communication with colleagues and senior management to share updates on operations at Larson Commons.

Core Competencies

*Software Development | Object-Oriented Programming | Embedded Systems | Mixed Reality Development
Technical Documentation | Cloud Computing (AWS) | Multi-threading | Testing and Debugging | Coding
Game Development | Version Control (Git) | DevOps | Problem-Solving | Agile Methodologies | Scripting*

PROFESSIONAL EXPERIENCE

UNIVERSITY OF NEBRASKA AT OMAHA, Omaha, NE
Research Assistant

2021 – 2023

Tech Stack: C#, Unity, HoloLens 2, MATLAB, AWS, MRTK, JIRA, GitHub, Jenkins, Doxygen

- Software Engineer in UNO's disciplinary Gait Rehabilitation Project focused on developing rehabilitation software for the HoloLens to reduce rehabilitation time in patients with walking disorders.
- Led a large-scale, collaborative project across multiple departments with a multi-million dollar budget, resulting in the successful development of the software.
- Designed and developed two Mixed Reality applications using HoloLens 2 for gait rehabilitation.
- Translated and optimized complex algorithms from MATLAB to C# with high accuracy, enabling seamless software performance.
- Reduced deployment time from hours to minutes by implementing **Jenkins** and **AWS**-based CI/CD pipeline.
- Increased the maintainability of the software by using a modular design and automated documentation.
- Secured a \$5000 Graduate Research and Creative Activity (GRACA) grant for Summer 2022.
- **Github:** https://github.com/PubuduS/Gait_Training

SENCORE INC, Sioux Falls, SD
Software Engineer

2019 – 2021

Tech Stack: C++, Java, Python, Linux, JIRA, Git, Subversion, TeamCity, TACACS+, Gerrit, SCons, Doxygen

- Contributed to developing and optimizing modular decoder product lines and associated sub-brands, enhancing product functionality and performance.
- Engineered and implemented a centralized authentication system using TACACS+ and PAM modules, streamlining authentication and improving access control.
- Designed and developed portable Java Auditor software to parse through frequencies and log matrices into a CSV file for each channel, improving the accuracy and efficiency of data processing.
- **Github:** <https://github.com/PubuduS/QAM-Auditor>

LARSON COMMONS, Brookings, SD
Student Worker

2018 – 2019

- Collaborated with colleagues to ensure timely service and improved dining hall operations.
- Delivered exceptional customer service to students and staff, increasing satisfaction levels.
- Maintained open communication with colleagues and senior management to share updates on operations.
- Demonstrated a positive and proactive attitude towards work, contributing to a positive team culture.

PROJECTS

Senior Capstone Project | Peace Lutheran Early Childhood Education Center, Brookings, SD

- Assisted the Center with updating and maintaining their web software to effectively track the attendance of over 200 students and staff members.
- Learned Agile development, reverse engineering, database normalization, OOP designing, and PHP to effectively complete tasks.

Final Project | JAVA Institute, Gampaha, Sri Lanka

- Engineered inventory control software for Sapna, a small business in Sri Lanka, to streamline inventory management processes.
- Identified and addressed common issues of low-level inventory control software, troubleshooting to resolve these issues and achieve full functionality.

EDUCATION

Master of Science in Computer Science - 2023

University of Nebraska at Omaha, Omaha, NE (GPA: 3.95)

Bachelor of Science in Computer Science - 2019

South Dakota State University, Brookings, SD (GPA: 3.53)

ADDITIONAL CREDENTIALS

Technical Skills: C++, C#, Java, Unity, MRTK, NetBeans, MySQL, SQLite, Git, Subversion, Bash, Scons, JIRA, TeamCity, Doxygen, Windows, Linux (Ubuntu), Microsoft Office Suite.

Languages: English and Sinhala (fluent)

Professional Affiliations: Association for Computing Machinery.

Interests: Chess, Cooking, Coding and Creative Writing