



DILUM DE SILVA

Software Engineer (Mobile)

EXPERIENCE

Industrial Employment

2021 - 2024
December present



HECTRE GROUP NEW ZEALAND
Mobile Engineer (iOS | Flutter)

2020 - 2021
November November



CIRCLES.LIFE SINGAPORE
iOS Engineer II

2020 - 2020
May September



GOOGLE SUMMER OF CODE | SCORE LAB
Summer Intern

2019 - 2020
September September



NATURUB EXPORTS INTERNATIONAL
iOS Engineer

2018 - 2019
July July



ZONE24X7 (PVT) LTD
Trainee Associate Software Engineer

2017 - 2017
October December



CAMBIO LEARNING CENTER
Student Scholar - Design Thinking Program

2017 - 2017
May September



NATURUB EXPORTS INTERNATIONAL
Software Engineering Intern

Academic Employment

2020 - 2022
September September



INFORMATICS INSTITUTE OF TECHNOLOGY
Visiting Lecturer (Part-time) - iOS, Python, PCHE modules

ACADEMIC QUALIFICATIONS

2022 - 2024
February February

STAFFORDSHIRE UNIVERSITY, UK
Master of Business Administration

2016 - 2020
September September

UNIVERSITY OF WESTMINSTER, UK
BEng (Hons) in Software Engineering - First Class Honours

AWARDS, RECOGNITION AND PUBLICATIONS

2021

UNIVERSITY OF WESTMINSTER BEST ALL ROUNDER AWARD
Bachelor of Engineering Class of 2020

2021

NBQSA 2020 BRONZE AWARD - DAUGMENTOR
Bronze Award Winner National Best Quality Software Award under Tertiary Technology Category.

2021

SILVER AWARD | CUTTING EDGE 2020
Research project, DAugmentor received the silver award in the best software innovation category.

2020

A REVIEW ON GENERATIVE ADVERSARIAL NETWORKS
IEEE I2CT 2021 - 6TH IEEE International Conference for Convergence in Technology.
<https://ieeexplore.ieee.org/document/9417942>



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ONLINE PRESENCE



LinkedIn Profile
<https://www.linkedin.com/in/dilumdesilva>



GitHub Profile
<https://github.com/dilumdesilva>



Medium Blog Profile
<https://dilumdesilva.medium.com>



Personal Blog
<http://dilumdesilva-ltc.blogspot.com>

EXTRA-CURRICULAR

- **MANAGER | ORGANISER**
Google Developer Group (GDG) Auckland
<https://gdg.community.dev/gdg-auckland>
- **LEAD ORGANISER**
Flutter Auckland
<https://www.meetup.com/flutterauckland>
- **CO-HOST | TECH SIDE CHAT**
GitHub Strem Team
<https://www.twitch.tv/collections/SUJvqDIBtRYiqw>
- **TECH SPEAKER**
Devfest Sri Lanka 2023
Auckland Flutter Meetup 2023
Google I/O Extended Auckland 2023
Software Freedom Day 2020 by Mozilla
FOSSASIA Tech Summit 2019 - Singapore
Flutter Bootcamp 2019 - Vadodara, India
World Congress 2019 - Tokyo, Japan

EXTRA-CURRICULAR CONT.

• TECH SPEAKER CONT.

Flutter Meetup 2019 - Colombo, Sri Lanka

Casual Friday Talk by ITRC

University of Sri Jayawardenapura

Twists N'Turns Tech Summit by ICTCS

University of Jaffna

Hacktober Sunday 2020 by SLIIT FOSS Community

OTHER INTERESTS

• SPORTS

Table tennis has been a favorite sport of mine since high school, and I've participated in several corporate competitions. Additionally, I am an avid follower of **cricket** and **rugby**.

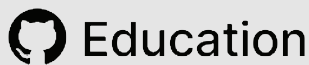
• PHOTOGRAPHY

Engaging in **photography** has been a hobby of mine for the past six years. I initially began with mobile photography, capturing memorable moments while travelling. Recently, I elevated this hobby by upgrading to professional cameras.

• SOCIAL GOOD

I am passionate about using my skills and experience to contribute to social and environmental causes. From university days, I have led workshops, presented tech talks locally and internationally, and volunteered for social good within tech communities.

Community Involvements



REFEREES

Available on request.

RECENT PROJECTS AND EXPERINCES

HECTRE - Senior Mobile Engineer (Flutter)

- In this capacity, played a major roll in revamping Hectre mobile architecture with CLEAN architecture by taking major decisions with the team to select best fitting architecture for the product to scale with future requirements.
- Contributed towards the tech stack changes while knowledge sharing (Flutter and Dart) to the rest of the mobile team.
- Collaborated on refining architecture by packaging core-business-logic layers, service layers and widgets enabling team efficiency by decoupling components for new Flutter projects.
- Contributions include setting up CLEAN architecture, configuring project flavors for native Android and iOS, CI/CD with GitHub actions, unit tests, and custom Flutter widgets.
- Developed Python-based mobile backend APIs and managed deployments on AWS.

HECTRE - Mobile Engineer (iOS)

- Led Flutter integration into existing iOS projects, conducting crucial R&D for seamless integration of new Flutter features. Achieved shared authentication with Firebase on both native iOS SDK and Flutter SDK, highlighting major accomplishments in the role.
- Contributed to Swift feature development and architectural enhancements in VIPER architecture for native iOS projects.
- Led research and development on on-device machine learning using TensorFlow Lite.
- Custom internal library (implementation of internal Pods) implementations and modifications.
- SCRUM facilitation as SCRUM master.
- Facilitating team expansions through hiring and interviews.
- Conducted internal tech talks, represented the company at tech conferences.
- Conducted customer visits to orchards for feedback and feature improvement insights.

Tools & Tech - Flutter, Swift UI, Python, Firebase, AWS, CELAN, CI/CD with GitHub actions, Fastlane

CIRCLES.LIFE - iOS Engineer II

- Developed features for iOS mobile application in Swift and 'Quilt' Golang mobile backend, catering to telco users in Singapore, Taiwan, and Indonesia B2C markets.
- Led product management, hiring, and delivery for products and teams associated with the Taiwan and Indonesia B2C markets.
- Contributed to the establishment of backends-for-frontends architecture in Golang, enhancing the scalability of products to accommodate the rapid growth of the SaaS business model.
- Contributed to migrate source controlling workflows from Gitflow to Trunk Based Development (TBD) for efficient source code management among multiple regions.
- Worked on CI/CD pipeline using Bitrise and Fastlane for streamlined development and deployment processes.
- Held in charge of on-call process for iOS team, while fixing high priority issues, monitoring app crashes and availability with Firebase Crashlytics and NewRelic, ensuring optimal performance of the products in multiple regions.
- Contributed as an iOS developer, Quilt (Golang) developer, and Release manager, utilizing a diverse toolset including Swift, Go, Firebase Crashlytics, NewRelic, and Zendesk Chat, among others.

Tools & Tech - Swift, Golang, Firebase, NewRelic, BFF CI/CD with Bitrise and Fastlane, Zendesk

NATURUB - iOS Engineer

- Developed key features for internal macOS and iOS applications using Swift, enhancing productivity and efficiency within the organization.
- Led the end-to-end development lifecycle of internal macOS and iOS projects, from ideation to delivery, ensuring seamless integration and user satisfaction.
- Collaborated with cross-functional teams to gather requirements, design application architecture, and implement solutions tailored to meet organizational needs.
- Played a pivotal role in troubleshooting and debugging, addressing issues promptly, and implementing enhancements to improve the performance and reliability of applications.
- Maintained and updated internal applications, keeping abreast of the latest iOS and macOS developments, and conducted staff training at the end of contract to handover the projects.

ZONE24X7 - Associate Software Engineer (Mobile)

- In this capacity, led an iOS project for a Fortune 500 company in the US retail sector, guiding it from proof of concept to successful production delivery.
- Implemented an innovative iMessage shopping experience application, seamlessly integrating Apple Pay and introducing numerous features to enhance user engagement.
- Directed the development process, ensuring the application met the high standards of a major retail player, resulting in a successful and impactful product launch.