Samith Wijesinghe

iOS Developer

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Skills

• Programming: Swift | Objective C | MATLAB | C++

• Frameworks: SwiftUI | Ulkit | Cocoa Touch | RXSwift | Combine | ARkit | SceneKit

Databases : CoreData | Realm | PostgreSQL

• Cloud: AWS | Firebase | Firestore

Other: Figma | CI/CD - Github actions

Experience ___

Aeturnum Lanka (PVT) LTD

Sri Lanka

April/2022 - Current

Software Engineer - iOS

working on the project Incentivio a leading digital guest management and restaurant solution platform in the United
States. It has more than 400 restaurant apps in the app store.

In Incentivio project my notable contributions are.

- Developed a new home screen that runs a video in background and shows loyalty points on top of it for the specific customer that helps users to easily check their loyalty points in an interactive home screen.
- Change the overall theme of the app to enable Dark mode for the app to behave according to iOS theme preferences.
- Fix bugs, crashes to minimize the crashes record in Crashlytics and apple developer portal.
- Publish Apps on the app store after doing the branding of the app for each customer.
- Technologies and Frameworks used in the project: ObjectiveC, Ulkit, Realm, Alamofire, Cocoa touch, MVVM, CI/CD.

Tachyon Technologies (PVT) LTD

Sri Lanka

Jan/2021 - March/2022

Associate Software Engineer - iOS

- working on the project **Lege**. lege is a case recording and diary app that specifically build to fulfill the needs of lawyers In **Lege project my role encompasses several responsibilities**.
- Developed the apps calendar management feature using SwiftUI that helps to record and track the cases.
- work on bug fixing and improving application performance.
- · write unit tests to check code robustness.
- Technologies and Frameworks used in the project: Swift, SwiftUI, MVVM, Combine, Firebase

The Open University of Sri Lanka

Sri Lanka

Jan/2018 - Dec/2020

Research Assistant, Soft robotics research lab

• worked on a quadruped robot that used soft robotics feet as actuators. designed the control system and locomotion system using matlab. also worked on matlab simulations.

Responsibilities:

- Developed the locomotion algorithm for robots.
- simulating the locomotion system and implementing it.
- Technologies and Frameworks used in the project: C++, Matlab, Robotics toolbox, soft robotics

Projects

Untangled - Game (iOS App)

Personal project

Untangled is a **game** based on clearing the mess of lines with the minimum amount of movements. By correcting the nodes that attached the lines. Score is given according to the movements you are using for correction of the nodes. Each level is getting harder when you advance through the levels. This is a Personal project done by using UIKit. layout is created by using a programmatic way.

Technologies used

UIKit, Core graphics, Functional programming, Layout building - programmatic way

Spot the Innovator - ARkit (iOS)

Personal project

Spot the innovator is an AR kit based app for recognised innovators. When you place the image in front of a flat surface, the image will detect the person and overlay the details of the person using augmented reality. This was done as a personal project.

Technologies used

ARkit, ARkit image recognition, SceneKit, Codable

Secret messages - Menu Bar app (macOS)

Personal project

This is a macSO menu bar app. That converts your message to an encrypted message using ROT13 encryptions and three other conversions. It can turn text into similar characters, strikethrough and ZALGO text.

Technologies used

macOS, ROT13 encryption algorithm, Zalgo text

Education

Master of Science in Advance Software

May/2023 - May/2025

Engineering

University of Westminster

Bachelor of Science in Software

Jan/2016 - Jan/2020

Engineering (Hons)

Cardiff metropolitan University

Second Class

Bachelor of Technology in Mechatronics

Jan/2017 - Dec/2020

Engineering

The Open University of Sri Lanka

Physical Science

Ananda College, Colombo 10

Publications

Time Series Forecasting: Analysis of LSTM Neural Networks to Predict Exchange Rates of Currencies

Instrumentation Vol. 07 [2020]

Developed a LSTM neural network to predict the exchange rates of the currencies according to the macro economic data. The information was collected using Quandl model reliability was compared with exponential moving average and autoregressive integrated moving average.