

RIVINDU KOWLINDA

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SUMMARY

Software Engineering undergraduate with professional experience contributing to production-level digital applications and user-facing systems. Experienced in web and mobile technologies, debugging, quality assurance and collaborative development, with strong attention to detail and an interest in clear, accessible and user-focused digital content.

EDUCATION

University of Westminster	2023 - Present
BEng (Hons) Software Engineering – Currently in my third year.	
Telford International School	2021 - 2023
Edexcel IAL results: Mathematics :A Physics : A ICT : A	
Leeds International School	2010 - 2020
Edexcel IGCSE : 3A*, A, 2B, C	
Certifications	
Spring Boot 2.0 Essential Training course completed	

WORK EXPERIENCE

- hSenid Software Lanka : Software Engineering Intern** **July 2025 – July 2026**
 - Contributed to production-grade healthcare and safety mobile applications used by real users.
 - Worked as a support developer focusing on bug fixing, stability improvements, and feature enhancements across multiple mobile apps.
 - Actively involved in issue investigation, root-cause analysis, and implementing fixes in collaboration with senior engineers and QA teams.
 - Assisted in developing new features while ensuring backward compatibility and minimal disruption to existing users.
 - Followed industry-standard coding practices, version control workflows, and internal review processes.
 - Maintained strict confidentiality regarding internal systems, clients, and application logic.**Key Projects:**
 - Healthcare Mobile Application (PHT):**
 - Supported a healthcare-focused mobile app used for patient-related workflows.
 - Fixed functional and UI bugs, improved reliability, and assisted in feature development.
 - Safety & Emergency Mobile Application (SRA):**
 - Worked on a safety application designed for natural disaster scenarios in Japan.
 - Contributed to bug fixes and feature improvements focused on reliability under critical conditions.
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PROJECTS

Bug Brain Chess — Neuro-inspired Chess AI | Sep 2026 – Present

(Python, PyTorch, FastAPI, React, TypeScript, Three.js)

- Built a full-stack chess AI around a 4,096-neuron, 208,165-edge subgraph of the MaleCNS fruit-fly connectome.
- Created recurrent neural processing, trainable policy/value interfaces and shallow chess search, with Stockfish used for opponents and evaluation.
- Developed real-time 3D neural visualisation, animated gameplay, WebSocket telemetry, replay, Elo tracking and persistent model/game state.
- Added reproducible data processing and 68 automated tests across the frontend and backend.

3D Interactive Portfolio | Jan 2025 - Feb 2025

(HTML, CSS, JavaScript, Three.js)

- Developed an interactive browser-based 3D portfolio using Three.js.
- Designed an immersive user interface with interactive 3D navigation, animated transitions and dynamic content panels.
- Implemented clickable scene elements using raycasting and responsive controls to provide an engaging user experience.

AXION – Medical Records Management Application | Oct 2024 – Jun 2026

(Flutter, Dart, Firebase)

- Developed the Flutter-based mobile frontend for a group medical records application, enabling users to securely view health records and interact with healthcare professionals.
- Built and refined user-facing screens and workflows with a focus on clear navigation, usability and consistent interface behaviour.
- Collaborated within a software development team to integrate frontend functionality with the wider application and support iterative improvements.