

Pasindu Geevinda

Software Engineer – Full-Stack & Web Systems

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PROFILE

Full-Stack Software Engineer with 4+ years experience building responsive, high-performance web apps and production-ready interactive systems. Strong expertise in React, Next.js, TypeScript, and REST APIs paired with modern backend fundamentals using Node.js. Skilled in cloud-centric DevOps practices including Docker and CI/CD, with additional experience in interactive real-time systems and game-related projects that demonstrate software architecture versatility and problem-solving ability.

PROFESSIONAL EXPERIENCE

Associate Software Engineer

Feb 2022 - Jul 2025

HCL (Pvt) Ltd, Sri Lanka

- Developed responsive enterprise applications with React, Next.js, and backend APIs.
- Improved UI performance and scalability by optimizing rendering logic and state handling.
- Integrated collaborative project features, reducing cycle times and improving UX consistency.

Software Engineer

Nov 2024 - May 2025

VogueTex (Pvt) Ltd, Weligama

- Built drag-and-drop canvas UI elements and interactive system dashboards.
- Enhanced system observability and deployment automation using CI/CD pipelines.

RESEARCH

AURA - Adaptive User-Responsive Architecture

Real-Time Adaptive Procedural Environment Framework (Personal)

Proposed a calibration-first, telemetry-driven neuro-fuzzy adaptation framework for real-time procedural game environment control via backend-mediated engine integration.

- Designed a three-phase adaptive architecture (Calibration 'Telemetry Modelling 'Backend Inference).
- Implemented soft behavioral clustering (K-Means + fuzzy membership) with temporal delta modeling over 30-second windows.
- Trained ANFIS and MLP surrogate models for stable, low-MSE adaptation inference.
- Built a decoupled Next.js inference backend integrated with Unreal Engine (VaRest), enabling engine-agnostic, thread-safe real-time control.

OPEN SOURCE & SELECTED PROJECTS

react-timeline-scheduler

Interactive Web Component (NPM Package)

A high-performance React timeline scheduler for planning, scheduling, and calendar-style UX.

- Designed for large datasets (virtualized and dynamic rendering).
- Included interactive dragging, resizing, and custom event hooks.
- Packaged and published on npm with TypeScript support.

Event-Management-System & Register-App

CRUD Web Apps

Full-stack web apps demonstrating authentication flows, data management, and stateful UI patterns.

- Next.js frontend with persistent data handling.

Portfolio Website

<https://geedev.vercel.app/>

Showcases projects, GitHub activity, technical writing, and interactive visuals.

SKILLS

Web & Frontend

React.js, Next.js, TypeScript, JavaScript (ES6+), HTML5, CSS3, Tailwind CSS, Shadcn UI, Framer Motion

Backend & APIs

Node.js, Express.js, RESTful APIs, Zustand, Firebase, MongoDB

DevOps & Cloud

Docker, Git, GitHub Actions, Vercel, Firebase Hosting, CI/CD

Interactive & Games

Unity (C#), Puzzle Game Algorithm Projects, Simulation Systems

Tools

Git, VSCode, NPM, Diversion

AWARDS

1st Runner Up - SLIIT CODEFEST

Nov 2024

SLIIT, Isurupura Rd, Malabe, Sri Lanka

Finalist - SLIIT CODEFEST

Oct 2023

SLIIT, Isurupura Rd, Malabe, Sri Lanka

Top 5 - UI/UX Designathon

Feb 2023

Open Hack 2.0, Colombo 03, Sri Lanka

EDUCATION

Software Engineering

Jan 2021 - Dec 2026

IIT, University of Westminster, UK

WEBSITES & SOCIAL LINKS

[Portfolio](#)