Menushka Weeratunga

menushka   menushkaweeratunga   menushka.ca   contact@menushka.ca

Experience

Full Stack Software Engineer | Medal.tv | New York, NY | June 2021 - Present
• Led the migration of web pages to NextJS, reducing load times by 90% and achieving a 100% PageSpeed score
• Transitioned to an upgraded technology stack, slashing both development and CI/CD times by 50%
• Implemented a sitemap generation system, ensuring scalability to over a million new pages per week
• Introduced the inaugural tiered pricing structure, converting over 10k users in its first quarter
• Converted legacy codebases to TypeScript, reducing error rate to near 0% and achieving full type safety

Mobile & Web Software Engineer | Loop Team | San Francisco, CA | September 2019 - June 2021
• Developed an iOS app from an existing product, achieving 100% mobile and 80% desktop feature parity
• Led the upgrade to Webpack 5, optimizing existing configurations and reducing bundle size by 30%
• Modernized and abstracted the popover system, eliminating over 200 lines of boilerplate code per instance

Software Engineer | Taplane Inc | Windsor, ON | April 2016 - September 2019
• Managed a library of 20 native Android and iOS apps, overseeing bug fixes and deployments for over 100k users
• Pioneered a real-time multiplayer server, ensuring support for at least 1000 concurrent users at one time
• Crafted Unity library to facilitate easier logins and payments, saving over 1000 lines of code per project

Projects

Genshin Impact GraphQL Server
• Developed a serverless GraphQL wrapper for existing API, enhancing query efficiency for frontend applications
• Leveraged Apollo Server, Webpack, and Serverless for deployment on AWS Lambda

Tagu
• Designed a cross-platform application for file categorization, tagging, and expedited searching
• Utilized Electron, React, Redux, SQLite, with BlueprintJS used for comprehensive components and styling

Cards
• Created a start/homepage for home servers, acting as an accessible gateway to other self-hosted services
• Engineered with Vanilla JS and Handlebars, utilizing Docker for easy deployment

Mix
• Designed a lightweight music player capable of reading and playing audio files
• Constructed using Java, Swing UI, and BasicPlayer to run seamlessly across all desktop operating systems

WhereToDrop
• Developed a native MacOS tool to redirect received AirDrop files to alternate directories
• Built on top of a self-published AppleScript Folder Action using Swift, SwiftUI, Yams, and XcodeGen

Skills

Languages: TypeScript, JavaScript, C#, Python, C++, Objective-C, Swift, Kotlin, Java, HTML/CSS
Frontend: React, Redux, Angular, Vue.js, Next.js, Svelte, Web Assembly, Electron, Tauri, Unity, Swing, SwiftUI
Backend: Node.js, Express, Socket.io, GraphQL, Apollo Server, Jersey
Testing: Jest, Selenium, Puppeteer, Playwright, JUnit, Mockito
Cloud: Cloudflare, Google Cloud Platform, AWS, Vercel, Kubernetes
Databases: MySQL, SQLite, MongoDB, CockroachDB, PostgreSQL, Redis
Tools: Git, GitHub, Bitbucket, Terraform, Docker, Docker Compose, Vagrant, Salt, Webpack

Education

B.A.Sc in Electrical Engineering with a Minor in Mathematics | University of Windsor
Supervised Machine Learning: Regression and Classification | Stanford Online