

Junior Developer

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Adaptive full-stack developer with expertise across web development, blockchain, AI, and game systems. Delivers end-to-end solutions from concept to production, with demonstrated ability to improve operational efficiency with optimised data processing, reduced reporting timelines and create user-centric products. Comfortable architecting complex systems and shipping products that work.

Education

Bachelors of computer Science [Major: Game Development]

06/20 – 07/24

Swinburne University of Technology | *Melbourne, Australia*

- Key Courses: Artificial Intelligence for Games, Computer Systems, Concurrent Programming, Software Architectures, and Design.
- Awarded High Distinctions and Distinctions in Mobile Development, Blockchain Development, Artificial Intelligence, System Designs, and Game Studies.

Foundation in Business

06/19 - 03/20

Swinburne University of Technology | *Melbourne, Australia*

Diploma in Software Engineering (Pearson Assured)

08/17 - 08/18

ESOFT Metro Campus | *Colombo, Sri Lanka*

Diploma in Web Engineering (Pearson Assured)

08/17 - 08/18

ESOFT Metro Campus | *Colombo, Sri Lanka*

Certifications

Responsive Web Design | *freeCodeCamp*

03/25

Skill Up with Python | *Coursera*

09/25

Foundational C# with Microsoft | *freeCodeCamp*

01/26

Areas of Expertise

Languages | HTML, CSS, SQL, JavaScript, Python, C#

Frameworks | TailwindCSS, ShadCN, React, Node.js, Express.js, ThreeJS, Agile

Technologies | Git, Jira, Rest API, Fast API, Supabase, Docker, Claude Code, Eleven Labs, Cursor

Work Experience

7-Eleven | *Melbourne, Victoria*

09/22 – 02/25

Store Console Operator

- Managed solo store operations and point-of-sale transactions with 99% accuracy, ensuring financial integrity and compliance.
- Initiated upselling strategies, raising promotional revenue by 15% through targeted customer engagement.
- Implemented waste reduction processes, improving stock rotation and reducing compliance incidents.

Professional Software Systems | *Colombo, Sri Lanka*

01/19 – 01/22

Junior Developer

- Designed and launched client websites, increasing engagement by 30% and achieving a 90% repeat client rate.
- Optimized data workflows with SQL and Python, cutting data processing times and boosting reporting efficiency.
- Led analysis projects using Python, delivering business insights that improved campaign outcomes by 40%.

Projects

LandMind | *React, ThreeJS, Vite* [[Repo](#)]

01/26

Developed a Web3 mining game built on solana blockchain where users can deploy autonomous agents that mine virtual resources on a procedurally generated 3D world.

SPM | *TypeScript* [[Repo](#)]

12/25

Developed a decentralized predication market platform built on the solana blockchain where users can create markets, vote on outcomes and compete on the leaderboard.

GitHub Analyzer Telegram Bot | *Python, Data Structures* [[Demo](#)]

01/25

Developed a Telegram bot to detect GitHub profile authenticity by looking at commit patterns and repository metrics, which was used by 100+ users and reduced manual analysis time by 80%.

Arcade Capture | *C#, Unity* [[Demo](#)]

10/23

Developed a 2D Tower Defense game on unity as part of a collaborative project that integrated game design and software engineering principles, enhancing problem solving and team work skills. The game was showcased in Australia's largest gaming convention for play testing and received user feedback.

More listed on in my portfolio.

References

Aslam Kiyabdeen | *CEO - Professional Software Systems* - aslam.kiyabdeen@gmail.com