Dedaniya Viral

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EDUCATION:

The University of Texas at Arlington, Arlington, TX, USA **Aug'24–June'26**
Master of Science in Computer Science
GPA: 3.85
Related coursework: Machine Learning, Artificial Intelligence, Distributed Systems, Database Systems, Computer Vision, Data Structures & Algorithms

TECHNICAL KNOWLEDGE:

Languages:	Python, C++, SQL, C, JavaScript, Java
Frameworks & Tools:	React.js, Node.js, Django, Docker, Kubernetes, AWS (EC2, S3, Lambda, RDS), REST APIs, GitHub Actions (CI/CD)
Databases:	MySQL, PostgreSQL, MongoDB

WORK EXPERIENCE:

Brandikonic – Web Development Intern **Jan'24-June'24**
- Improved REST API performance by 30% through query optimization and caching.
- Designed responsive React.js UI, increasing mobile usability and engagement by 40%.
- Led frontend performance optimization, decreasing page load time by 20% with image compression and caching.
- Scaled relational database to 100k+ records with indexing strategies.

Durian – AI Engineer Intern **July'23 - Aug'23**
- Processed 100k+ customer records with Python & SQL to generate behavioral insights.
- Built ML models (Random Forest, XGBoost) with 15% higher predictive accuracy.
- Automated preprocessing pipeline, reducing training cycles by 25%.

Radhey Sarees – Freelance Web Developer **Oct 2022**
- Built a secure e-commerce website with authentication and payment integration
- Deployed responsive design and catalog management for **1,500+ products.**
- Improved discoverability with SEO and mobile-first design.

PROJECTS:

MeetHim – AI-Powered Virtual Meeting Assistant (React, Node.js, NLP, AI APIs) | 2025
- Built an AI-driven platform for instant one-on-one virtual meetings on any topic, featuring expert advice and personal discussions.
- Delivered detailed transcripts with actionable insights and enabled post-meeting chat support for ongoing user questions.
- Designed a seamless 4-step workflow: topic selection, AI interaction, transcript delivery, and continuous chat support to enhance user experience.

Byte Warriors – 2-Player Fighting Game (JavaScript, HTML canvas) | 2025
- Engineered a physics-based 2D fighting game, achieving frame-perfect collision detection and smooth animations
- Designed modular game architecture, enabling extensibility for multiplayer integration and new characters.
- Achieved 60 FPS performance across modern browsers; deployed live on GitHub Pages.

1StopStore – E-Commerce Platform (Django, PayPal API, JWT, AWS) | 2024
- Developed a scalable full-stack e-commerce site with secure PayPal integration.
- Implemented JWT-based authentication and dynamic product management system.
- Deployed with Docker on AWS EC2, ensuring 99.9% uptime in staging.

SUMMARY:

- Results-driven Software Engineer pursuing an M.S. in Computer Science with hands-on experience in full-stack development, AI/ML, and cloud-native applications. Proven ability to optimize large-scale systems, from processing large records to deploying containerized apps on AWS. Passionate about building enterprise-grade, scalable solutions that blend innovation with measurable business impact.