Lison Mendis

✉ mendislison0@gmail.com   📞 +94 75 012 0385   📍 Moratuwa, Colombo, LK

○ github.com/isblu   🔗 isblu.dev   in linkedin.com/in/lison-mendis

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Profile

Computer Science student driven by a passion for Mobile Development, Full stack development, and applied Machine Learning. Committed to writing efficient, scalable code and solving complex technical challenges. I am eager to join an engineering team to deploy scalable solutions and gain hands-on experience in production-grade software environments.

Education

09/2024	**BSc (Hons) Computer Science** *University of Westminster (Expected Sep 2028)* • Advanced Client-Side Development • Machine Learning and Data Mining
09/2023 – 04/2024	**Foundation Certificate in Higher Education** *Informatics Institute of Technology, Sri Lanka*
2012 – 2023	**G. C. E. (Ordinary Level)** *S. Thomas' College, Mount Lavinia* G. C. E. (Ordinary Level) – 2022(2023)

Projects

Nymo - E-Commerce platform for Indie Clothing Brands - SDGP Project
- **DevOps & Infrastructure:** Engineered CI/CD pipelines for automated testing and deployment. Managed cloud infrastructure, ensuring high availability and scalability for the backend services.
- **Architecture & Mobile Dev:** Designed the backend system architecture and developed the mobile application using React Native.
- **Release Management:** Currently managing the mobile application's rollout, currently in the **Google Play Store testing phase** (Internal/Closed testing) for quality assurance.
- **Live Platforms:** nymo.lk ☑ (Marketing) & store.nymo.lk ☑ (Storefront)

Ballz - 2D Physics Simulation Demo - In Progress
- Built a series of 2D physics simulations to learn **C++** and **graphics programming.**
- Started with a **React Native** prototype using Workers (Multi-threading) and Skia (Rendering).
- Extending the project into a **native Android app** to use Box2D (Physics) and OpenGL ES (Rendering).

PetCare Genie - Pet Care App Prototype - 2024
- **Led a 6-member team** in conceptualizing and developing **PetCare Genie**, an innovative mobile app prototype aimed at simplifying pet health management and daily care.
- Oversaw UI/UX design process in **Figma**, resulting in a highly intuitive, user-centric interface focused on pet owners' daily needs.

Skills

- Programming: JavaScript/TypeScript, Go, Java/Kotlin, Python
- Development: Native Mobile App Development, Cross-Platform Mobile App Development (React Native), Web Development, Server-Side Development
- Design: Figma, Adobe Photoshop, Adobe Premiere
- Tools & Technologies: Git, GitHub, SQL, AWS, Firebase, Linear

Achievements

ModelX Hackathon 2025
- Participated in the ModelX AI Hackathon, where my team fine-tuned Models and explored advanced techniques in AI/ML.

Cutting Edge 2024 Recognition
- Showcased **PetCare Genie** at **Cutting Edge 2024**, where it was selected for its outstanding prototype design and AI-driven pet care innovation.

Interests

- Member of the IEEE Computer Society and the IIT eSports Club.

- Sports - Played for my school's basketball team, developing teamwork and leadership skills.

- Hobbies - Building personal projects and gaming.

- Open-Source Contributions

References

Sachindu Jayasinghe, *Full Stack Engineer & Lecturer at IIT*
sachindu.j@iit.ac.lk

Lian Tirimanne, *Business Development Manager*
liantiri15@gmail.com