



## CONTACT INFORMATION

✉ mathishaangirasass@gmail.com  
☎ +94 71 592 1984  
🌐 mathiya.dev  
📍 Sri Lanka (Remote Worldwide)  
🔗 github.com/Mathiyass  
👤 linkedin.com/in/mathisha-a-a955941a2

## TECHNICAL COMPETENCIES

|                            |     |
|----------------------------|-----|
| Next.js 16 / React 19 / TS | 98% |
| Multi-Agent / LLMs / RAG   | 95% |
| WebGL2 / Three.js / GLSL   | 92% |
| Node.js / Python / KMP     | 90% |
| PostgreSQL / Supabase      | 88% |
| Docker / Cloud & DevOps    | 86% |

## TECH ECOSYSTEM

|            |            |         |          |
|------------|------------|---------|----------|
| TypeScript | Python     | Kotlin  | Three.js |
| GLSL       | WebGPU     | PyTorch | FastAPI  |
| Supabase   | Tailwind 4 | Framer  | Docker   |
| CI/CD      |            |         |          |

## CERTIFICATIONS

**AWS Certified Solutions Architect**  
Amazon Web Services

**Advanced AI Engineering**  
DeepLearning.AI

## ENGINEERING METRICS

|                     |              |
|---------------------|--------------|
| Commercial Exp:     | 4+ Years     |
| Global Projects:    | 19+ Shipped  |
| System Reliability: | 99.9% Uptime |

# MATHISHA ANGIRASA

SOFTWARE ENGINEER & AI SYSTEMS ARCHITECT

## EXECUTIVE PROFILE

Software Engineer and AI Systems Architect with 4+ years of expertise designing high-performance distributed architectures, intelligent multi-agent orchestration frameworks, and interactive WebGL/Three.js graphical environments. Proven record of engineering enterprise-grade platforms, optimizing cloud response latencies by 40%+, and building resilient, fault-tolerant technical systems.

## PROFESSIONAL EXPERIENCE

### Lead Systems Architect

2024 – Present

SIVION Solutions • Colombo, Sri Lanka

- Directing architecture for enterprise multi-agent frameworks and high-throughput real-time web applications.
- Engineered zero-latency reactive pipelines and WebGL graphics engines reducing memory overhead by 35%.
- Mentored 6 engineers across front-end, back-end microservices, and graphics rendering lifecycles.

### Senior Software Engineer

2023 – 2024

Systems Integration Group

- Architected telemetry and analytics dashboards handling real-time data ingestion with 99.9% uptime.
- Built procedural GLSL shader kernels and 3D Draco mesh compression pipelines for spatial interfaces.

### AI Engineering Lead

2022 – 2023

TechFlow Systems

- Designed automated RAG document retrieval pipelines with semantic vector indexing and prompt caching.
- Reduced embedding search query latency by 55% using localized caching and vector quantization.

### Full-Stack Developer

2020 – 2022

Digital Canvas

- Engineered interactive web applications, e-commerce systems, and performant REST/GraphQL microservices.

## FEATURED TECHNICAL PROJECTS

### SIVION Spatial Engine

3D WebGL

Interactive 3D WebGL ecosystem with real-time GLSL shaders, point-cloud particles, and Draco geometry compression.

Three.js • WebGL2 • React 19 • GLSL

### MA-Optimizer Suite

Systems & CLI

High-throughput system performance analyzer and automated optimization suite with memory & CPU tuning heuristics.

Python • Kotlin • Shell • Heuristics

### EduCentral & GamersEdge

Enterprise Cloud

Full-stack enterprise management & POS platforms featuring secure authentication, RBAC, and real-time ledger accounting.

Next.js • Supabase • PostgreSQL • Node.js

### Machat & Nironotes

Real-Time Apps

Distributed real-time websocket messaging engine and end-to-end markdown productivity suite.

WebSockets • React • TypeScript • Edge

## EDUCATION

### BSc. (Hons) in Software Engineering

Professional Institute / Curtin University Partner

2022 – 2026