Nimantha Madhushan

Computer Science undergraduate



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- * 2000/04/26

PROFILE

Passionate Full-Stack Developer and Software Engineer with hands-on experience in web, mobile, and backend development. Skilled in building scalable applications using React, Spring Boot, Flutter, React Native, Java (OOP, Swing), and SQL/NoSQL databases.



Sinhalese

English



EXTRACURRICULAR ACTIVITIES

Member

Computer Science Students'
Community
present | University of Ruhuna



InstaLearn – Unified Education Management Platform

Developed a web-based education management platform to streamline academic and administrative processes in tuition centers. Features include real-time dashboards, automated exam management, progress tracking, QR-based attendance management, and secure online payments with reminders.

• **Tools:** React, Redux Toolkit, Bootstrap, Spring Boot, MySQL, GitHub, Figma

Soundly - Music Playlist App

Developed a cross-platform music playlist app using Flutter and FastAPI for backend services. Includes features such as user authentication, playlist customization, song discovery, and interactive player design.

• Tools: Flutter, FastAPI, GitHub, Figma

Get Safe – Flood Detection & Emergency Assistance App

Developed a flood detection system and emergency assistance app, integrating React Native for mobile development and Firebase for the backend. Key features include emergency services, real-time flood alerts, and interactive map features.

• Tools: React Native, Firebase, GitHub, Figma

Banking Management System (Java)

A banking system created with Java and Java Swing, focusing on secure user login, account management, and transactions.

• Tools: Java (OOP, Java Swing), GitHub

Unreal Engine AI Project Showcase

Developed AI-based mechanics and implemented in Unreal Engine 5 to showcase advanced behaviors and AI-driven interactions for game environments.

• Tools: Unreal Engine 5, Blueprints

3D Character & Product Design (Blender Projects)

- 3D Tank Animation Created a realistic tank animation with dynamic fire effects.
- Mushroom Man Developed a stylized, modular 3D character with playful aesthetics.
- Low-Poly Character Animation Designed, rigged, and animated a game-optimized low-poly character.
- Black Gold Modeled and rendered a luxury perfume bottle with detailed textures and lighting.

EDUCATION

Bachelor of Computer Science (BCS)

Department of Computer Science, University of Ruhuna present | Matara, Sri Lanka

Diploma in English Language

British Way English Academy 2021 | Kalutara, Sri Lanka Result-Merit Pass

G.C.E-Advanced Level

Horana Royal College 2020 | Horana, Sri Lanka

Combined Mathematics B Information and Communication Technology B Physics C

G.C.E-Ordinary Level

KL/Haltota Kanishta Vidyalaya 2016 | Horana, Sri Lanka Result- A2 & B4 & C3

REFERENCES

Mr.S.A.S.Lorensuhewa,

Senior Lecturer (Grade I), University of Ruhuna aruna@dcs.ruh.ac.lk, 0718205066

Mrs. M.A.L. Kalyani, Lecturer, University of Ruhuna kalyani@cc.ruh.ac.lk, 033-2226357 071-8213208



Programming:

• Java (OOP, Java Swing), C, C++, Python, JavaScript,

Web & Mobile Development:

• React, React Native, Flutter, HTML, CSS, FastAPI, Spring Boot

Databases & Backend:

• MySQL, MongoDB, PostgreSQL

Cloud & DevOps:

• AWS, Kubernetes, CI/CD Pipelines

Version Control & Tools:

• GitHub

Game & 3D Development:

• Unreal Engine 5, Blender

Others

• Figma, Docker



Q VOLUNTEERING

Volunteer Teacher - STEMUP Educational Foundation

- · Conducted coding workshops for students at the CoderDojo program.
- · Taught programming fundamentals and problemsolving skills to young learners.

Referee - Intra Faculty Sports Meet 2023

Sports Club, Faculty of Management and Finance, University of Ruhuna

• Served as a Kabaddi Referee at the Intra Faculty Sports Meet 2023, organized by the Sports Club.