NIMANTHA MADHUSHAN

SOFTWARE ENGINEER

Horana, Sri Lanka | 01nimantha@gmail.com | 076-2637657 | linkedin.com/in/01nimantha

SUMMARY

Passionate and results-driven Full-Stack Developer and Software Engineer with expertise in web, mobile, and backend development. Skilled in building scalable and high-performance applications using modern technologies, including React, Spring Boot, Flutter, React Native, and SQL/NoSQL databases. Strong foundation in object-oriented programming (Java, Swing). Experienced in developing education platforms, music streaming apps, emergency assistance solutions, and Alpowered game mechanics. Adept at collaborating in dynamic environments, contributing to open-source projects, and mentoring aspiring developers.

PROJECTS

InstaLearn – Unified Education Management Platform

Built 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

Engineered 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

Engineered 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)

Built 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

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

• Tools: Unreal Engine 5, Blueprints

Crafted 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.

SKILLS

Programming:

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

Web & Mobile Development:

· React, React Native, Flutter, HTML, CSS

Databases & Backend:

MySQL, MongoDB, PostgreSQL, FastAPI, Spring Boot

Cloud & DevOps:

AWS, Kubernetes, CI/CD Pipelines

Game & 3D Development:

• Unreal Engine 5, Blender

Others

GitHub,Figma, Docker

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

G.C.E-Advanced Level (Combined Mathematics, ICT, Physics)

Horana Royal College 2020 | Horana, Sri Lanka

VOLUNTEERING

Volunteer Teacher - STEMUP Educational Foundation

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

Referee - Intra Faculty Sports Meet 2023

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

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

ADDITIONAL INFORMATION

- Languages: English, Sinhalese.
- Member: Computer Science Students' Community present | University of Ruhuna

REFERENCES

Mr.S.A.S.Lorensuhewa Senior Lecturer (Grade I),

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Mrs. M.A.L. Kalyani Lecturer,

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