

NIMANTHA MADHUSHAN

Software Engineering Intern

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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 Flutter, React Native, React, Spring Boot and SQL/NoSQL databases. Strong foundation in object-oriented programming (Java, Swing). Experienced in developing education platforms, E-Commerce Mobile App, music streaming apps, emergency assistance solutions, and AI powered game mechanics. Adept at collaborating in dynamic environments, contributing to opensource projects, and mentoring aspiring developers.

PROJECTS

Clothly – E-Commerce Mobile App

Built a cross-platform clothing e-commerce application with secure Firebase Google Sign-In and robust state management using Provider. Integrated category-based product filtering, size selection, and a real-time shopping cart. Enabled seamless checkout with Stripe payment processing via flutter_stripe and managed dynamic product and cart data using cloud_firestore. Designed a clean, responsive UI for smooth navigation and user engagement. Ensured high reliability and maintainability through comprehensive **unit and integration testing**.

Tools: Flutter, Firebase (Google Sign-In, Cloud Firestore), flutter_stripe, Provider

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, QRbased attendance management, and secure online payments with reminders.

Tools: React, Spring Boot, Redux Toolkit, Bootstrap, 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, MongoDB, 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 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

SKILLS

Programming:

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

Databases & Backend:

- MySQL, Firebase, MongoDB, PostgreSQL, FastAPI, Spring Boot

Web & Mobile Development:

- Flutter, React Native, React, HTML, CSS

Game & 3D Development:

- Unreal Engine 5, Blender

Others

- GitHub, Figma, Docker, AWS

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