

ASANGA DE SILVA

Information Technology Undergraduate

Contact

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Skills

- HTML
- CSS
- JavaScript
- Figma
- Sketch
- ReactJS
- Version Control GitHub
- Adobe Photoshop
- Microsoft Office
- Maya
- MySQL

Qualities

- Strong decision maker
- Time management
- Good listener
- Complex problem solver
- · Creative design
- Innovative
- Computer Literacy

About Me

I am an undergraduate student at Sri Lanka Institute of Information Technology, specializing in Information Technology. Cumulative GPA is 3.04/4.00. I have a strong interest in UI/UX design and a growing foundation in user-centered design principles, web development and front-end development. I am a team player and have a Positive Team Working attitude and good problem solving skills

Education

BSc(Hons) in Information Technology Specialized in Information Technology

Sri Lanka Institute of Information Technology, Sri Lanka

2022 - Present

Diploma in Chinese Language

University of Sri Jayewardenepura, Sri Lanka. 2021–2022

Diploma in English Language & Speaking

British Council, Sri Lanka.

2020-2021

G.C.E.(A/L)EXAMINATION

R/Karagasthalawa Maha Vidyalaya, Belihuloya.

2020

Combined Math-B , Physics -C , Chemistry- C , General English - B

G.C.E(O/L)EXAMINATION

R/Ananda Maithreya Central College, Balangoda.

2016

Mathematics - A , Science - A , English - A , Sinhala - A , Tamil - A , Information Technology - A , English Literature - C , Religion - A , History - A

Interests

- Language Learning
- UI UX Design
- Photography
- · Watching Anime
- Music

Language

- English
- Sinhala
- Tamil
- Chinese

Activities

- Former member of Athlete Society R/Karagasthalawa Maha Vidyalaya, Belihuloya, R/Balangoda Ananda Maithreya Central College.
- Former member of Tamil Unit –
 R/Balangoda Ananda Maithreya Central College.
- Former member of Media Unit -R/Balangoda Ananda Maithreya Central College.

Projects

Wonder Photography Website

Technologies: HTML, CSS, JavaScript, php, MongoDB

Developed a responsive photography website that showcases a portfolio, enables easy booking, and provides event details. Designed to capture and preserve life's special moments with a visually appealing and user-friendly interface, focusing on creativity and quality.

Online Bus Ticket Reservation System

Technologies: Java, MySQL, HTML, CSS

Developed a web-based platform that enables users to securely book bus tickets, view schedules, select seats, and track booking history. Contributed to timetable management, ensuring accurate route scheduling and efficient service coordination. Enhanced the booking experience with real-time seat availability and automated notifications, reducing manual errors and improving operational efficiency.

AI-Powered Presentation Scheduler

Technologies: React.js (Vite), Material UI, Flask (Python), Flask-CORS, Flask-Mail, MongoDB (PyMongo), Postman

Developed an intelligent scheduling system that automatically organizes and optimizes presentation timetables for academic institutions and events. Contributed to the scheduling module, implementing clash detection and real-time updates to streamline coordination. Enhanced the platform with drag-and-drop rescheduling and personalized notifications, reducing manual effort and ensuring transparency and fairness in scheduling.

Kolam Game (Mobile Application Prototype)

Tool: Fiamo

Designed a digital prototype of a traditional Kolam game, blending cultural artistry with interactive gameplay. Created an intuitive touch-based interface where players draw Kolam patterns by connecting dots creatively. Focused on delivering a visually rich experience inspired by South Asian motifs while maintaining a clean, modern, and user-friendly design.

HomelyTech - Website

Technologies: JavaScript, CSS, React, MongoDB (MERN Stack)

Developed a smart service management platform to simplify and organize everyday services for users. Contributed to the About Us page and timetable management component, enhancing usability and service coordination. Focused on delivering a seamless and intuitive user experience through clean design and efficient functionality.

3D Modeling Projects

Tool: Autodesk Maya, Arnold Renderer

Created detailed 3D models showcasing both realism and stylized design, including a Classical Phone, Donut Tray, Skateboard, and Apple Watch. Projects involved high-poly/polygonal modeling, UV mapping, texturing, and lighting to produce visually appealing renders suitable for games, animation, or product visualization.

UX Case Study - Keells

Tools: Sketch, UX Research Methods

Designed a predictive Smart Basket feature for the Keells mobile app to simplify repeat grocery shopping. Conducted user interviews, surveys, and competitive analysis to identify pain points, leading to solutions like Al-driven item suggestions, one-tap reordering, and low-stock reminders. Achieved a 60% reduction in checkout time and improved user satisfaction by addressing frustrations with manual reordering and forgotten essentials.

References

Prof. W Manoj Ariyaratne

Professor

Department of Languages University of Sabaragamuwa.

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