

ASHEN MANETH

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SOFTWARE ENGINEER

Motivated and detail-oriented Software Engineering undergraduate with hands-on experience in web development, database management, and software design. Skilled in crafting efficient, user-friendly applications with a strong focus on innovation and functionality. A proactive team player with strong problem-solving abilities and a commitment to continuous learning and professional growth.

SKILLS

Python | Java | JavaScript | HTML & CSS | Node.js | Firebase | Flutter | MySQL | MongoDB | Git & GitHub | REST API's | Problem-Solving | Debugging | Software Design | Team Collaboration | UI/UX Design | Creative & Analytical Thinking

EXPERIENCE

UCraft.lk - Custom-Made Products Platform (<https://ucraft.lk/>)

Sept 2024 – Present

Developed a marketplace platform designed to bridge the gap between consumers and local artisans by enabling custom product requests, price bidding, and secure transactions. The platform empowers artisans by providing a digital storefront to showcase their portfolios and bid on projects while ensuring secure payments through multiple options. It integrates AI-powered image generation and a Flask-based recommendation system to enhance product discovery and user experience.

Responsibilities & Technologies Used:

- Developed backend services using Node.js and Firebase for real-time data storage.
- Built a Flask (Python) AI-based search & recommendation system for better product discovery.
- Created the Flutter frontend, ensuring a seamless user experience.
- Designed the UI/UX with Figma and contributed to the promotional web app.
- Worked with REST APIs and collaborated with the team to integrate various features.

Dynamic Shopping Website

Jan 2025

Developed a functional e-commerce platform that allows users to browse products and add them to carts.

Technologies Used:

- Designed and developed the website using PHP, HTML, CSS, JavaScript, and MySQL.
- Implemented secure user authentication, product management, and an interactive shopping cart.
- Optimized database queries for faster loading and efficient inventory handling.

Real-Time Event Ticketing System (University Coursework)

Nov 2024 – Dec 2024

Built a real-time ticket booking system that enables users to register for events, search for tickets, and complete bookings with automated seat management. This system streamlines event operations by allowing organizers to manage bookings efficiently, ensuring a smooth user experience.

Technologies Used:

- Developed the frontend with React for a responsive interface.
- Implemented the backend with Node.js to database interactions.
- Created a CLI-based ticketing system using Java with MySQL integration for database management.

Life on Land (UN SDG 15) Web Project

Sept 2024 – Nov 2024

Created a web-based awareness platform to educate users on land conservation as part of the United Nations Sustainable Development Goal (SDG) 15: Life on Land. The interactive website served as an advocacy tool to promote sustainable environmental practices and conservation efforts.

Responsibilities & Technologies Used:

- Designed an interactive website using HTML, CSS, and JavaScript.
- Created engaging educational content with visual storytelling to raise awareness.

EDUCATION

University of Westminster (Informatics Institute of Technology, Sri Lanka)

Bachelor's Degree in Computer Science (2023 – 2027)

Informatics Institute of Technology

Foundation Certificate Course (2022 – 2023) - Distinction Pass

Bandaragama Central College

G.C.E. Ordinary Level Examination (2021) - A7, C2

REFERENCES

Mr. Kushan Bhareti
Visiting Lecturer - Informatics Institute of Technology
Director- Inforwaves (Pvt) Ltd.
BEng (Hons) Software Engineering
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