






# BUDDIMA CHAMATH

## UNDERGRADUATE

### CONTACT

-  075 430 4107
-  Buddimachamathlive@gmail.com
-  [www.linkedin.com/in/buddima-chamath](https://www.linkedin.com/in/buddima-chamath)
-  <https://github.com/BuddimaChamath>
-  Colombo , Borella

### SKILLS

#### Technical Skills

- Web Development
- Software Development
- Database Management
- Object-Oriented Programming

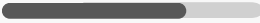
#### Soft Skills

- Adaptability and flexibility
- Adaptability
- Time Management
- Communication Skills
- Critical thinking

#### Familiar Programming Languages , Framework and Tools

- C#
- Java
- Python
- PHP
- Bootstrap
- MS SQL
- Git/GitHub
- Docker
- Javascript
- CSS
- React

### LANGUAGES

- English 
- Sinhala 

### OBJECTIVE

As a driven and detail-oriented undergraduate pursuing a degree in Software Engineering, I am seeking a dynamic internship opportunity where I can apply and enhance my technical skills. Eager to contribute to innovative projects, collaborate with experienced professionals, and gain practical experience in a real-world software development environment. My goal is to leverage my academic foundation and passion for coding to make meaningful contributions while continuing to learn and grow as a software engineer.

### EDUCATION

- |   |                |
|---|----------------|
| <b>BSc (Hons) Computing Science in Software Engineering</b><br>Kingston University (UK)<br>ESOFT Metro Campus - Sri Lanka | 2024 - present |
| <b>Pearson BTEC Level 5 HND in Computing Software Engineering</b><br>ESOFT Metro Campus                                   | 2021 - 2024    |
| <b>Pearson Diploma in Information Technology (DiTEC)</b><br>ESOFT Metro Campus  | 2021           |
| <b>MS OFFICE Certificate course</b><br>Sri Lanka Institute of Printing  | 2019           |
| <b>G.C.E. Advance Level Exam</b><br>Index Number : 1080096  | 2020           |
| • English Language  | A              |

### ADDITIONAL PROJECTS AND CERTIFICATIONS

- Earned a "Java for Beginners" certificate from the University of Moratuwa in partnership with DP Education.
- Completed several small projects during my Higher National Diploma (HND) studies.
- Developed a Tic Tac Toe game and a calculator using Java as part of these projects, applying fundamental programming concepts and enhancing practical skills.

# PROJECTS

## Public Transportation Bus App (Flutter with Firebase – Mobile App)

- **Description:** Developed a mobile application with three roles: User, Admin, and Driver, aimed at enhancing public bus transportation services.
- **Technologies:** Flutter, Firebase, OpenRouteService API
- **Key Features:**
  - User App: Includes Community News, Bus Search (via map and halt names), Fare Calculation, Bus Tracking, Bus Schedules and Premium and Free Tier Plans.
  - Admin App: Manages reported posts and admin operations.
  - Driver App: For drivers to update their location and Send it to Firebase to Show it in User App Map.
  - Integrated real-time bus route and distance tracking using OpenRouteService API.
  - Implemented reporting mechanism and content moderation for community safety.
- **Github Repository:** <https://github.com/BuddimaChamath/publicTranspotationSystemforBuses.git>

## Pizza Ordering System (JavaFX + SQLite – Desktop App)

- **Description:** Developed a user-focused pizza ordering system with advanced customization features and design pattern implementation.
- **Technologies:** Java , JavaFX, Maven.
- **Key Features:**
  - Custom pizza builder with crust, sauce, and toppings selection
  - Order lifecycle management with real-time status tracking (Placed → Delivered)
  - Favorites system for quick reorders
  - Promo code system with discounts (e.g., SUMMER20)
  - Loyalty points and feedback integration
  - Applied 7 design patterns: Builder, State, Observer, Strategy, Command, Chain of Responsibility, Decorator
- **Github Repository:** <https://github.com/BuddimaChamath/PizzaOrderingSystem.git>

## PC Game Details App – Group Project (Flutter – Mobile App)

- **Description:** Contributed to a Flutter-based mobile application developed as a group project to help gamers stay updated on PC game details and communicate with each other.
- **Technologies:** Flutter, Firebase, Dart, RAWG API
- **Key Features:**
  - Game detail screen showing release info, platform, and description using RAWG Api to Fetch Data
  - User registration and profile creation
  - Real-time chat room for game discussions
  - Firebase Firestore used for storing game data and messages
  - Responsive mobile UI optimized for different devices
  - Collaborated using Git and participated in agile-style task distribution
- **Github Repository:** <https://github.com/BuddimaChamath/GameDetailApp---Mobile-CW2.git>