

BALAKRISHNAN VISHNUGAN

Computer Science Undergraduate

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Chavakachcheri North, Chavakachcheri. Sri Lanka.

Computer Science Undergraduate with a strong foundation in programming and software development seeking a part-time internship opportunity to apply technical skills and gain valuable industry experience. Proven ability to learn quickly and adapt to new technologies. Seeking a challenging and stimulating environment to continue learning and growing as a Software Engineer.

EDUCATION

2020/03-present **BSc in Computer Science**, University of Colombo , Sri Lanka. CGPA - 3.10/4
2019 **Advanced Level - Physical Science Stream**, J/Chavakachcheri Hindu College. Results : ABC

SUPPORTING PROJECTS

WOODWORKS : A PHP-BASED ECOMMERCE PLATFORM FOR FURNITURE SALES AND MANAGEMENT

SEP 2022 – PRESENT

github.com/DaNoDya99/WoodWorks

Woodworks is a PHP based e-commerce platform using MVC architecture for a furniture store, it enables and optimizes online sales and delivery.

- My work on this project includes developing the driver module, allowing drivers to view and update delivery orders, update their availability, and edit their profile.
- Additionally, I also worked on the designer module, which allows designers to view and add new designs, edit their profile, and communicate with other team members via an integrated chat feature.

PHP MVC HTML CSS JavaScript JQuery Web Development

ROLL THE DICE : A JAVASCRIPT-BASED DICE GAME WITH HTML AND CSS

AUG 2022 – SEP 2022

github.com/Vishnuganb/Dice-Game-Using-JavaScript

Designed and developed a dice game using JavaScript, HTML, and CSS, with a static webpage.

- Implemented game rules that allow for 2 players, 2 dices, and a winning score of 100.
- Incorporated features such as allowing players to roll two dices at the same time, giving additional chances to roll if dices give the same result, and calculating scores based on dice values.

JavaScript HTML CSS Gaming

REAL-WORLD DESIGN PATTERN IMPLEMENTATION IN JAVA

OCT 2022 – NOV 2022

github.com/Vishnuganb/Design-Patterns-java

Implemented various design patterns in Java for real-world usage.

- The project aimed to demonstrate the real-world usage of these design patterns in a practical context.
- The implementation of these patterns helped to improve the overall design and architecture of the other projects, making it more scalable and maintainable.

Java DesignPatterns OOP

SKILLS

Programming	Java, PHP, Python, SQL, NOSQL, C++, Scala
Web development	HTML, CSS, JavaScript, JQuery, NodeJs, Spring Boot
Operating systems	Windows , Linux
Development tools	IntelliJ Idea, Visual Studio Code, git.
Office automation	Word, Excel, PowerPoint, Access
Soft skills	Analytical, detail-oriented, team-oriented, adaptive, proactive

INTERESTS

MUSIC : Keyboard, Guitar
SPORT & GAME : Cricket, Football, Chess
OTHER : Travelling, Photography