

Sandeepa Sineth Wickramasinghe

📞 +94-70-173-1320

📍 Dambadeniya, Sri Lanka

✉️ sineth21404@gmail.com

in linkedin.com/in/sandeepa-sineth

🐙 github.com/Darkhenrhal



Profile

Dedicated graduate in Physical Science with a strong foundation in Computer Science. with passion for problem-solving, data analysis, and programming, proven ability to adapt to new technologies and maintaining academic performance. Excellent communicator, leader, and collaborative team player. Actively seeking opportunities to contribute to innovative projects at the intersection of Computer Science.

Skills

- **Programming Languages:** C, Java, C#, Kotlin, Python, JavaScript, PHP
- **Frameworks:** Springboot, .Net
- **Database:** SQL (Oracle) , NOSQL (Mongo DB)
- **Front-End:** HTML5, CSS3, ReactJs
- **Version Control:** Git, Github
- **Other:** Figma, Photoshop, MS Office Applications (Office, Excel, PowerPoint)

Projects

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|---|-----------------------------------|-------------------|
| NaviGuide | Role: Full-stack Developer | 01/2024 - 03/2024 |
| • NaviGuide is a web platform allowed community to connect Resource persons for Awareness Programs. (Technologies Used - React Js, Springboot, Java, MongoDB) | | |
| To-Do App | Role: Developer | 03/2024 |
| • Mobile Application for manage To-Do List. (Technologies Used - Kotlin, Android Studio) | | |
| TAEX | Role: Full-stack Developer | 11/2023 - 12/2023 |
| • The software is focused on managing the tasks and the expenditures of a corresponding Objective. (Technologies Used - C#, .NET, MySQL) | | |
| Student's Association Website | Role: Full-stack Developer | 10/2023 - 12/2023 |
| • Students' Association website is to display the activities and events of the association for students and outsiders. (Technologies Used - HTML, CSS, JavaScript, PHP) | | |
| Hotel Management System | Role: Developer | 04/2022 |
| • Command Line Windows application is for Hotel Reservation. (Technologies Used - Java) | | |
| SLT Santa GPT UI | Role: UI/UX Designer | 12/2023 |
| • Cristmas game, which was launched by DATCom Consultants for SLT Mobitel on the theme of AI Generated. (Tools - Figma, Adobe Photoshop, Leonardo AI) | | |
| Easy Plant | Role: UI/UX Designer | 09/2023 |
| • EasyPlant is a Conceptual UI/UX project of a Mobile Application related to Agriculture. (Tools - Figma, Adobe Photoshop) | | |

Education

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|---|-----------------------------------|-----------|
| • Bachelor of Science (Pending Results) | University of Kelaniya, Sri Lanka | 2021-2024 |
| • Diploma in English Language and Literature | Wayamba University, Sri Lanka | 2020 |

Certificates

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| • Introduction to Android Mobile Application Development | Coursera |
| • Introduction to Back-End Development | Coursera |
| • Introduction to Front-End Development | Coursera |
| • Programming with JavaScript | Coursera |
| • Programming in Python | Coursera |
| • UI/UX Design Fundamentals | Elearning.lk |

Soft Skills

- Leadership
- Collaborative Teamwork
- Reliable
- Meeting deadlines
- Critical thinking
- Communication
- Empathy
- Creative Thinking

Reference

Dr. S. P. Pitigala, Senior Lecturer (Grade II)

Department of Statistics and Computer Science,
University of Kelaniya.

piti@kln.ac.lk, +94 (011) 290 3371 / +94 71 273 7383

Dr. B.M.T. Kumarika, Senior Lecturer (Grade II)

Department of Statistics and Computer Science,
University of Kelaniya.

thosini@kln.ac.lk, +94 (011) 2903 379