

# Gagana Samarasekara

Computer Science Undergraduate



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## 👤 PROFILE

A final-year undergraduate at the University of Colombo School of Computing, passionate about web development, and AR/VR, values teamwork, is involved in extracurricular activities and sports. and is eager to contribute to the IT industry. I believe in a well-rounded approach to personal and professional development.

## 🧠 SKILLS

**Programming Technologies** — Java, C, C++, Python

**Frontend Technologies** — HTML, CSS, React.js

**Backend Technologies** — Node.js

**Mobile App Development** — Flutter

**Database** — MySQL, PostgreSQL

**AR/VR Related Technologies** — Mind AR, AFrame, Three.js

**Application & Tools** — Figma, Trello, Draw.io, Lucid Chart, Microsoft Office 365

**Operating Systems** — Windows, Ubuntu

**Version Control** — Git

## 🎓 EDUCATION

### **BSc. (Hons.) Computer Science (Reading)**

University of Colombo School of Computing

2021 – 2025

GPA : 3.60

### **Diploma in Information Technology**

University of Colombo School of Computing

2020 – 2021

GPA : 3.69

### **Training Course on Java Application Development using JavaSE**

University of Colombo School of Computing

2020

### **Certificate Course in Oracle Cloud Infrastructure Foundation**

Oracle University

2023

### **G.C.E Advanced Level - Physical Stream**

Sri Sumangala Balika Maha Vidyalaya

2005 – 2018

Results : Combined Mathematics - A, Chemistry - B, Physics - C, General English - A

## 💼 PROFESSIONAL EXPERIENCE

### **Software Engineer (Research Intern)**

University of Colombo School of Computing

Nov 2023 – May 2024

## 📁 PROJECTS

### **INTERLEARN**

Institute Management System - 2nd year group project  
Interlearn is an institute management system which gives a learning management system for both students and teachers, including some employee management of the institute.

- **Role** - Group Leader, Full Stack Developer
- **Key contributions** - Course component, Announcement component
- **Technologies** - HTML, CSS, JavaScript, PHP, MySQL

### **TRAVELMATE**

Travel Planning Mobile App - 3rd year group project  
TravelMate is a trip planning mobile app where we can plan a trip in Sri Lanka very effectively which including a community as well where everyone can connect, discover, plan in one app.

- **Role** - Full Stack Developer
- **Key contributions** - Marketplace, Leaderboard, UI/UX

## ACHIEVEMENTS

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### Director's List

Semester 4 & 5

### All island Inter School Table Tennis Tournaments (2009 - 2018)

Championship, Runners-up, or 2nd Runners-up every year

### Theory of Music Examination of International Institute of Music, Speech, and Drama (2014 and 2015)

Prize Winner

## COLLABORATIONS & PARTICIPATIONS

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**Organizing Committee - Hackaholics 5.** — Member of Logistics and Finance team

**Organizing Committee - AIESEC LCM** — Member of Incoming Global Talent OC

**CODESRPINT 7.0** — By IEEE Student Branch of IIT

## INTERESTS

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- Learning New Technologies
- AR/VR
- Video editing
- Table Tennis
- Writing
- Singing and dancing

## PERSONAL SKILLS

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- Team Management
- Leadership Skills
- Communication Skills
- Time Management
- Self Learning
- Adoptability
- Problem Solving

- **Technologies** - Flutter, Node.js, PostgreSQL

### Content Management System - Web AR

Internship Project

An innovative AR-based CMS enabling users to define dynamic 3D model interactions, such as color changes, media playback, resizing, and navigation. It offers a seamless interface for assigning content to targets, dynamically rendering them based on user-defined mappings, and managing the AR experience effortlessly.

- **Role** - Full Stack Developer
- **Key contributions** - UI/UX, Content Changing
- **Technologies** - React.js, Node.js, PostgreSQL, Mind AR

### Real time Illumination for App based AR

Research Project

This research aims to develop a mobile app-based AR application that detects environmental light direction in real time and applies it to virtual objects for photorealistic rendering. Focusing on shadows and reflections, it achieves AR realism without heavy computation or additional hardware, leveraging ARCore and Three.js for dynamic alignment with real-world lighting.

**Technologies** - Java, ARCore, Three.js

## EXTRA CURRICULAR ACTIVITIES

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- Member of University Table Tennis
- Member of Rotaract Club of UCSC & Panadura
- Was a Team Leader of Incoming Global Talent for AIESEC in University of Colombo
- Was a participant of NATCON 2022 in Sri Lanka representing University of Colombo AIESEC team

## REFERENCES

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**Dr. Rupika Wijesinghe**, *Senior Lecturer*,  
University of Colombo School of Computing, 35 Reid Avenue Colombo 00700 Sri Lanka  
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**Mrs. H. S. Alexander**, *Tech Lead*,  
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