

HASANI MADHUMALI

(BSc. Computer Engineering Undergraduate)

I am a 3rd year undergraduate in computer Engineering at the Faculty of Engineering, University of Ruhuna. Throughout my academic journey, I have gained understanding of programming languages and innovative technologies. I am eager to apply my knowledge to practical scenarios. I'm looking for 6-month internship opportunities to further develop my skills.

CONTACT DETAILS

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SKILLS

- Programming languages: C++, JavaScript, Java
- Machine Learning Tools and Frameworks: Jupyter Notebook, Python-libraries, Google Colab
- Web Development: React.js, Node.js, HTML, CSS
- Mobile Application Development: Flutter
- Database Management Systems: MySQL, Firebase, MongoDB
- IDEs: Vs Code, Android Studio, MPLAB, Eclipse IDE
- Version Control: GitHub
- Operating Systems: Windows, Linux
- UI/UX designing: Figma, Canva
- DevOps: Docker
- Other skills: Jira Handling
- Soft Skills: Time Management, Teamworking, Communication, Leadership, Creativity

EDUCATION

BSc.Eng in computer Engineering

- Faculty of Engineering (2021-Present)
University of Ruhuna

G.C.E Advanced Level

- K/Girls' High School, Kandy

PROJECTS

2024-present (Ongoing Group Project) - Document Sharing App

Developing a document sharing application facilitating seamless communication and file exchange between users in real-time Application.

- Socket Programming
- Java

Contribution – Client-side development

2024-present (Ongoing Group Project) – Customer Churn Prediction

Developing a document sharing application facilitating seamless communication and file exchange between users in real-time Application.

- ANN, Python
- Google Colab

Contribution – Model development

2024-present (Ongoing Group Project)- Appointment Management System

Mobile Application and the Web app to manage day today appointments between University Staff and the Students.

- Flutter, Dart and React

Contribution – Mobile application development

2024 Sentiment Analysis - Machine Learning (Individual Project)

Analyze the comments by using Naive Bayes and Logistic Regression algorithms.

2023 Beach Explorer Mobile App (Individual Project)

Created an easy-to-use app for locals and tourists to discover the beauty of Sri Lanka's beaches.

- Flutter and Dart

2023 Scholarship Management System web app (Individual Project)

This web application is for efficiently manage scholarships for university students.

- MERN Stack

2022 Student Management System Desktop Application (Individual Project)

This Web application for managing the exam results of the students in the University.

- C#, WPF

EXTRA – CURRICULAR ACTIVITIES

- Participated in HaXtream 2.0 Coding Competition organized by IEEE student branch University of Ruhuna (2023)
- Participated in Eminence 3.0 Technical Competition organized by WIE, University of Ruhuna (2023)

REERENCES

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