



# IMASHI WIMALASEKERA

## SOFTWARE ENGINEER INTERN

### CONTACT

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- github.com/Imashi

### TECHNICAL SKILLS

#### PROGRAMMING LANGUAGES

- C
- Java
- JavaScript
- Python

#### WEB DEVELOPMENT

- HTML
- CSS
- React JS
- SpringBoot
- Tailwind CSS
- Node JS

#### DATABASE

- MySQL
- MongoDB

#### UI/UX DESIGNING

- Figma

#### VERSION CONTROL

- Git
- GitHub

### PROFILE

An enthusiastic and dedicated undergraduate with a passion for innovation and continuous learning. Known for strong confidence, adaptability, and leadership skills, I approach complex challenges with creativity and a solution-oriented mindset. I am seeking a **Software Engineer Intern** position to apply my technical knowledge, contribute to impactful projects, and further enhance my professional skills within a dynamic and collaborative IT environment.

### EDUCATION

- |   |                |
|---|----------------|
| <b>University of Moratuwa</b>                               | 2023 - PRESENT |
| B.Sc. (Hons) in Information Technology                      |                |
| • CGPA - 3.37   |                |
| <b>Technical College - Kuliyaipitiya</b>                    | 2022 - 2023    |
| NVQ 4 - National certificate in Engineering Draughtsmanship |                |
| <b>Dhammissara National College - Nattandiya</b>            | 2021           |
| G.C.E. Advanced Level                                       |                |
| • Physics - A   Chemistry - B   Biology - C                 |                |

### PROJECTS

#### Paper Sync - Exam Paper Setters and Payment Management System

Level 02 Software Development Project (2024 - 2025)

Developed a centralized web and mobile application for the Department of Technical Education and Training (DTET) to manage resource persons, assign courses and paper setters, handle exam document uploads, and automate payment processing.

- I developed the Exam paper upload module and implemented core features for Exam administrators to assign paper setters, track progress and verify submitted papers.
- Technologies : **React JS, Springboot, MySQL, Flutter**
- Repo Links : Paper Sync - Web application  
Paper Sync - Mobile application

#### QuizMaster - Real-time Multiplayer Quiz Game (Group Project)

Developed a real-time multiplayer quiz platform using Java, WebSockets, RMI, and Firebase, implementing secure login, room management, synchronized timers, distributed questions, and real-time leaderboards.

- I developed the Login & User Management module with Firebase authentication, session management, and role-based access control for players and admins.
- Technologies : **Java, HTML, Firebase**
- Repo link : QuizMaster - Web application

## PROJECT MANAGEMENT TOOL

- Jira

## OTHER TOOLS

- Canva
- Postman

## SOFT SKILLS

- Problem Solving
- Leadership
- Creative thinking
- Team collaboration
- Time management
- Effective communication

## LANGUAGES

- English
- Sinhala (Native)

## COMPETITIONS

- J'PURA XTREME - Organized by IEEE - University of Sri Jayewardenepura
- Devthon 2.0 (2025) - Organized by LEO club - University of Moratuwa
- Hackelite 2.0 (2025) - Organized by IEEE WIE - University of Moratuwa

## REFERENCES

### Ms. Adshayani Pirapaharan

Lecturer

Department of Information Technology  
Faculty of Information Technology  
University of Moratuwa

✉ padshayani@uom.lk

### Mr. W.M.L.C. Wickramasighe

Deputy Director - Testing and Evaluation  
Department of Technical Education and Training  
Colombo 10.

✉ wmlcwickrama@gmail.com

## Automobile Service Time Logging & Appointment System (Group Project)

Developed an Automobile Service Management System that enables customers to book vehicle services, track real-time progress, and request modifications, while employees can log work hours, update service status, and manage appointments with secure, role-based access.

- I developed the Employee Dashboard with task management, progress updates, and workload analytics integrated with MongoDB.
- Technologies : **ReactJS, NodeJS, ExpressJS, MongoDB**
- Repo link : Github/Enterprise-application-development

## TerrasMart - Automated Closed Terrarium System

Level 01 Micro-controller based IoT Project (2023 - 2024)

Designed and developed an automated microcontroller-based terrarium system with sensor-driven temperature and soil moisture control, along with real-time monitoring via a web interface. Contributed by integrating the 16x2 LCD with the ESP32, programming the vertical float switch for automated water and fertilizer level detection, and assisting in building the terrarium structure.

- Technologies : ESP32, C++, Sensors, Web server
- Link : TerrasMart - Automated Closed Terrarium

## EXTRA-CURRICULAR ACTIVITIES

- **Programme Committee Member (2025)**  
Enginuity 2.0 (Ongoing Project) -IEEE WIE Student Branch Affinity Group - University of Moratuwa
- **Design Committee Member (2025)**  
PES x WIE: Empowering Yourself as a Woman in Engineering - IEEE WIE Student Branch - University of Moratuwa
- **Company Coordinator (2025)**  
FIT Future Careers 2025 - Faculty of Information Technology
- **Graphic Design Team Member (2025/26)**  
SEDS MORA - University of Moratuwa

## CERTIFICATIONS

- HackerRank Software Engineer Intern certificate from HackerRank
- HackerRank skill certification test - Java (Basic) from HackerRank
- Data structures in C from Great Learning
- Python for beginners from University of Moratuwa
- Introduction to C from Sololearn
- Introduction to SQL from Sololearn
- Introduction to HTML from Sololearn