

ISANDITH MINAYANA PERERA

COMPUTER SCIENCE UNDERGRADUATE

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Ambitious undergraduate at Informatics Institute of Technology with a strong foundation in software development and multimedia design. Experienced in building complex ticketing systems using multi-threading. Seeking opportunities to leverage my programming skills and creative expertise in a dynamic and growth-oriented environment.

PROJECTS

Road Infrastructure Reporting App

- Developed the Frontend of the Road Infrastructure Reporting App using Flutter.
- Designed an intuitive user interface for reporting road infrastructure issues in Sri Lanka.
- Ensured a seamless user experience with cross-platform compatibility.
- Collaborated with the backend team for efficient API integration.
- Implemented a well-structured file system to support scalable and maintainable code.

Customer & Seller Ticketing System

- Created a dynamic ticketing platform where customers can buy tickets and sellers can list them.
- Utilized Java for the Command Line Interface (CLI) version.
- Used SpringBoot for the Backend, ensuring scalability and security.
- Implemented Angular for the Frontend to provide a dynamic and responsive user experience.
- Integrated MySQL for the Database to manage ticket inventory and transaction records.
- Managed concurrency and race conditions effectively using multi-threading.

Plane Ticket Booking System

- Designed and developed a Plane Ticket Booking System using Java.
- Implemented multi-threading to handle simultaneous booking requests efficiently.
- Ensured data integrity and thread safety for accurate seat availability and bookings.
- Enhanced user experience with a responsive and intuitive interface.

University Marks Managing System

- Developed a University Marks Managing System using Python to efficiently track and manage student grades.
- Integrated interactive graphs and data visualization for detailed performance analysis.
- Ensured a user-friendly interface with dynamic updates and responsive design.

Mobile Dice Rolling Game Application

- Designed an interactive user interface for human vs computer dice competition with smart re-rolling strategies.
- Ensured smooth gameplay experience with responsive layouts, dynamic state management, and Material Design integration. (Kotlin and Jetpack Compose)
- Implemented clean navigation between screens using Intents and structured the project for scalability and maintainability.
- Built intelligent computer decision-making using custom game logic for adaptive play based on current scores and rolls.

Movie Management & Search Application

- Developed a mobile app to manage and search movies using Room Database for structured local storage.
- Designed a modern, responsive UI with Jetpack Compose and Material Design 3 principles.
- Integrated OMDb API to fetch and display movie details dynamically using coroutines and JSON parsing.
- Enabled intelligent search functionality by actor name and movie title with real-time results.
- Structured the project for scalability with clean separation of concerns between UI, logic, and data layers.

TECHNICAL SKILLS

Programming Languages

- Java (Advanced Multi-threading)
- JavaScript
- Python
- Kotlin

Frameworks and Libraries

- SpringBoot
- Angular
- Flutter
- Bootstrap
- Jetpack Compose

Database Technologies

- SQL
- MySQL

Multimedia & Design

- Adobe Photoshop (Professional Level)
- Adobe Premiere Pro (Professional Level)
- Adobe After Effects (Professional Level)

UI/UX Design

- Figma (UI/UX Design and Prototyping)
- Axure (Prototyping and Wireframing)

EDUCATION

Informatics Institute of Technology (IIT), Sri Lanka

BSc (Hons) Computer Science

Sep 2023 - Present

ACCOMPLISHMENTS

Achieved **17th place** out of 40 teams at CodeRally 5.0 hackathon - organized by the IEEE Computer Society SBC of IIT.

Recognized for creativity and attention to detail in multimedia projects.

Successfully implemented multi-threaded solutions for high-demand ticketing systems.

REFERENCES

E.H.I.Thilanka - Software Engineer

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Amisha Danansuriya - Business Analyst

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