

ISHAN HANSAKA SILVA

Undergraduate University of Moratuwa | Member at IEEE Student Branch
University of Moratuwa

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🌐 <https://ishanhansaka.netlify.app/>



ABOUT

I'm Ishan Hansaka Silva, a self-motivated and curious undergraduate at the University of Moratuwa, pursuing a BSc (Hons) in Information Technology. I am eager to contribute to the tech industry and explore new opportunities for growth and innovation.

EXPERIENCE

Member of the Event Committee 23/24

IEEE Student Branch University of Moratuwa

📅 10/2023 - Present

During the term, I contributed to various events in the following roles:

- Co-Chairperson, Mora UXplora 2.0
- Chairperson, Awareness Session for Microsoft Imagine Cup 2024
- Chairperson, Guest Speech on Satellite Technology
- Lead, Team Handling Committee of MoraXtreme 9.0 & IEEEExtreme 18.0
- Committee Member, Program Committee of MERCon 2023
- Committee Member, Program Committee of IEEE Open Week 2024
- Committee Member, Team Handling Committee of Innovate with Ballerina 2024

Technical Writer at LinkIT

INTECS - UoM

📅 09/2023 - Present

Technical Writer

Medium

📅 08/2023 - Present

🌐 <https://medium.com/@ishanhansakasilva>

EDUCATION

Bachelor of Science Honours in Information Technology , Information Technology

University of Moratuwa

📅 03/2023 - 08/2027

PROJECTS

Dynamic Portfolio Website

📅 03/2024 - 09/2024

🌐 <https://ishanhansaka.netlify.app/>

Created a responsive portfolio website using Nuxt 3, Tailwind CSS, Express.js, and MongoDB Atlas. Features include dynamic project and article management, a secure admin portal for content updates, and an AI-powered chatbot with Gemini-1.5-Flash for interactive visitor engagement. Designed for seamless performance on all devices.

Game Mind: Interactive Learning Assistance System

📅 08/2023 - 07/2024

Developed a microcontroller-based system to enhance student well-being, focus, and productivity using the Pomodoro technique. The system divides study sessions into timed intervals with breaks and features presence detection to monitor engagement, automatically pausing the timer when students are away. It includes interactive games like a dancing game, buzz wire game, and memory game for refreshing breaks. A user-friendly web application provides personalized feedback, tracks achievements, and supports self-assessment, creating a comprehensive solution for modern educational environments.

PROJECTS

SereniCraft: E-commerce Platform for Authentic Sri Lankan Handcrafts

📅 04/2024 - 06/2024

🔗 <https://first-year-web-technology-project.github.io/SeriniCraft/>

Developed SereniCraft, an e-commerce website dedicated to showcasing and selling authentic Sri Lankan handcrafts, as part of a Web Technologies module assignment. The platform features a visually appealing design with dedicated sections for crafts, accessories, and gifts, along with an optimized shopping cart and seamless bill checkout process. It celebrates Sri Lankan culture and craftsmanship while supporting local artisans and their communities.