KENATH LIYANAGE

FRONTEND DEVELOPER

I'm Kenath Liyanage a 25-year-old newly graduated Web Developer with a focus on frontend development. I recently completed my studies at Jensens Yrkeshögskola in Stockholm, Sweden. I'm passionate about building modern, user-friendly web experiences and am now looking to begin my career as a Frontend Developer in 2025.

I have knowledge in HTML, CSS, C#, LUA, JavaScript, MySQL, and frameworks/programs such as React, Unity, and Blender. I am also eager to learn other new programming languages and am interested in learning new things and developing every day.

Portfolio
GitHub

CONTACT

📞 072 562 30 44

📍 Stockholm, Huddinge

✉️ jallerken@hotmail.se

INTERESTS

- Cooking
- Strength Training/Martial Arts
- Socialize
- Travel

EXPERIENCE

Fullstack Developer
REGENT AB, NOV 2024 – MAY 2025

- Responsible for fullstack development of a mock data application in a team of developers. The work included frontend development (React/JavaScript), backend (Node.js/MySQL), UI design (Figma/Photoshop), and testing (Cypress). The goal was to build a scalable and reusable platform for developers and testers to simulate API responses.

Virtual Reality Developer
ALLOVERSE FEB 2023 – APR 2023

- Created my first VR App with 3D modeling and LUA programming.
- Learned to use terminal and agile working methods, scrum, standups.
- Unfortunately, the company went bankrupt due to its small size and insufficient finances.

SKILLS

- Javascript
- React
- HTML/CSS
- TypeScript
- C#
- Github/Git
- Databases
- Node.js
- MongoDB
- Cypress/Testing
- MySQL
- Storybook
- Figma
- WireMock
- API
- Command Prompt
- Git Bash

EDUCATION

Jensens Yrkeshögskola
HIGHER VOCATIONAL DIPLOMA, FRONTEND DEVELOPER, 2025

- Graduated to become a Frontend Developer.
- I have learned both frontend and backend as well as testing.
- Created personal projects and portfolios outside of school hours and improved them based on what I learned in the education.

Nackademin
HIGHER VOCATIONAL DIPLOMA, VIRTUAL REALITY DEVELOPER, 2023

- Developed apps/games through 3D Modeling, C# Coding and Game Engines like Unity.
- I learned LUA in practice even though it wasn't part of the training and learned to be versatile.
- Worked on UX and mobile apps