

Kalindu Lokith



M lokithsrinayaka008@gmail.com **📞** +94772502943

📍 Colombo, Sri Lanka **🐙** GitHub **📁** Portfolio **in** Lokith Srinayaka

PROFILE

Motivated undergraduate with a genuine passion for computer science and a strong focus on software development. Proactive and eager to learn new technologies. I gained hands-on experience in effective communication and teamwork skills through project participation and extracurricular activities. Dedicated to achieving outstanding outcomes through an unwavering commitment to go above and beyond expectations.

EDUCATION

BEng (Hons) Software Engineering

Informatics Institute of Technology (IIT), affiliated with the University of Westminster
2021-present

Comprehensive Master Java Developer (CMJD)

Institute of Software Engineering(IJSE)
2023-present

Certificate Course in Computer Science

The National Institute of Business Management(NIBM)
2020

Advanced Certificate Course in English Language

The National Institute of Business Management(NIBM)
2020

Passed GCE Advanced Level (Commerce Stream)

Rahula College, Matara
2019

Completed up to AAT level2

The Association of Accounting Technicians (AAT) 2020

ESOL Examinations upto Movers

University of Cambridge (ESOL Examinations) 2009

SOFTWARE SKILLS

VERSION CONTROLLING

- GitHub

IDE s

- IntelliJ IDEA
- Visual Studio Code
- Android Studio
- Pycharm
- RStudio

METHODOLOGIES

- Waterfall
- Agile

Project-Management Tools

- Trello
- Jira

TECHNICAL SKILLS

- Java
- Python
- HTML
- CSS
- R
- JavaScript
- MySQL

PROJECTS

EfficiencyTracker

Our team designed a web-based solution for remote employees and employers to track the efficiency level of the overall company
- Second Year Software Development Group Project
| Sep 2022 | Apr 2023
-Technologies used: react.js, CSS, Python, MongoDB

MealMate

Implemented an Android application using Kotlin that assists users with meal preparation. The application will utilize the:- <https://www.themealdb.com/api.php/> web service and the Room Library for managing meal information.
-Second Year Individual Project | May 2023
-Technologies used: Kotlin, SQLite database using the Room library

EXTRA-CURRICULAR ACTIVITIES

- Volunteering for the IEEE student branch of IIT
- Volunteering for the Rotaract club of IIT
- Former Rugby Team Member, Rahula College Matara. (2017-2019))
- Treasure of the commerce society, Rahula College (2018-2019)

PROFESSIONAL INTEREST

- Software Engineering
- Web Development
- Mobile Application Development

PERSONAL SKILLS

- Creative Thinking
- Good Communication
- Team Work
- Time Management

INTERESTS

- Guitarists
- Swimmer
- Cutting-edge technologies

REFERENCES

Dr.Ruvan Weerasinghe, *Senior Lecturer and Researcher*,
University of Colombo School of Computing(UCSC)
arw@ucsc.cmb.ac.lk, +94773022210

Nuwan Jayawardene, *Assistant Lecturer*,
Informatics Institute of Technology Colombo,
Research Assistant, University of Moratuwa, nuwan.j@iit.ac.lk

DECLARATION

I hereby declare that the information and statements contained in this resume are accurate according to my knowledge. I accept all responsibility for the accuracy of the abovementioned information.

Skin Consultation Management System

Skin Consultation Center Management System which consists of both console interfaces and a graphic user interface to perform various management actions. Through the System,

- The user can perform actions like adding doctors, deleting doctors, updating doctor details, etc.
- The system allows users to save all data into an encrypted database and retrieve them when needed.

The user can check the availability of a doctor for a specific date/time and add a consultation.

- Second Year Individual Project | Oct 2022

-Technologies used: Java & Java Swing, MS SQL

Cruise Ship Management System

A console-based, menu-driven application was developed to manage cruise ship cabin allocations.

- First Year Individual Project | Apr 2022

-Technologies used: Java

Dice Game

Implemented a dice game Android application according to the game rules and instructions. The application is a dice game where a human player competes against the computer.

-Second Year Individual Project | Apr 2023

-Technologies used: Kotlin

E-Commerce Web Application

A web application was developed to showcase and sell sports products.

- First Year Individual Project | Mar 2022

-Technologies used: JavaScript, HTML, CSS, jQuery

Student Grading System

A console-based, menu-driven application to predict progression outcomes at the end of each academic year

- First Year Individual Project | Dec 2021

-Technologies used: Python