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Links

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https://github.com/MaddumageTharusha

Skills

// Technical Skills

- Java Programming
- Python Programming
- Ren'Py Game Programming
- R Programming
- HTML / CSS Web Designing
- CI / CD & Testing
- Video Editing
- MySQL Database Management

// Soft Skills

- Team Working
- Creativity & Adaptability
- Decision Making
- Multi-Tasking

Tools

- IntelliJ
- R Studio
- PyCharm
- GitHub Actions
- XAMPP
- Filmora

Hobbies

Avid Reader

Video Gamer / Developer

Music Listener / Player

Tharusha Maddumage
Software Engineering Undergraduate

An ambitious undergraduate student currently pursuing a Software Engineering major at Westminster University. Committed to honing my technical skills and harnessing the power of software to solve real-world problems. Eager to explore the ever-evolving landscape of technology and make a lasting impression in the world of software engineering.

Portfolio

Work Experience

Freelance Visual novel creator & Video editor

Successfully crafted engaging narratives for various game development circles and elevated visual content quality through proficient video editing for local contracts

Education

G.C.E Ordinary Level
2018
Mahinda Rajapaksha College | Homagama
8 A s and 1 C Pass

Non-commissioned Officer Training
2018
National Cadet Crops | Rantambe
Successfully completed the training

G.C.E Advanced Level
2021
Mahinda Rajapaksha College | Homagama
1 C and 1 S Pass | Physical Science Stream

BEng(Hons) Software Engineering
2023 - Present
Informatics Institute of Technology | Colombo
University of Westminster | Westminster, UK
Presently a 2nd year student

// 1st Year Completed Modules

- Software Development I - Python
- Software Development II - Java
- Mathematics for Computing
- Trends in Computer Science
- Computer System Fundamentals
- Web Design & Development

// 2nd Year Reading Modules

- Object Oriented Programming
- Database Systems
- Software Development Group Project
- Software Engineering Principles & Practice
- Machine Learning & Data Mining
- Algorithms: Theory, Design & Implementation

Certifications

Cadet Non-Commissioned Officer's Course of Leadership | NCC Training Center Rantambe
2018

Udemy Certifications (Reading)

Java Data Structures & Algorithms
Java

Machine Learning A-Z: AI, Python & R
Python | R

The Complete 2024 Web Development Bootcamp
HTML | CSS | Javascript | Node | React | PostgreSQL | Web3 | DApps

DevOps Beginners to Advanced with Projects

Extra Curricular Activities

Senior Cadet
2013 - Present
Mahinda Rajapaksha College | Homagama
Army Band Cadet | Association of Old Cadets

Sports
Mahinda Rajapaksha College | Homagama
Swimming | Badminton | Rifle Shooting

Orchestra
2019 - 2023
Sri Lanka Broadcasting Corporation | Colombo
SLBC Radio

Projects

CeraFlaw - Ceramic Tile Visual Defect Detection System
Python | Dart | Flutter | Flask | YOLOv8

CeraFlaw, a cutting-edge Ceramic Tile Visual Defect Detection System developed in collaboration with Macktiles. Utilized YOLOv8 for object detection, enhancing accuracy and efficiency. Backend powered by Python and Flask, with Dart and Flutter for the frontend, ensuring seamless cross-platform usability. Integrated CI/CD pipelines for streamlined development and deployment. This project showcases my ability to deliver innovative solutions in machine learning and computer vision.

Shopping and Management System
Java | Java Swing

The Shopping User and Manager System project, developed in Java, features a comprehensive inventory management system with a console-based interface for inventory control by managers. Additionally, it includes a user-friendly graphical interface built with Java Swing, facilitating seamless transactions for customers. This project serves as a testament to my proficiency in Object-Oriented Programming (OOP) principles, demonstrating my ability to design and implement complex systems that cater to diverse user roles while ensuring intuitive user experiences.

Queue Management System for a Food Restaurant
Java | JavaFx

Designed and implemented a robust queue management system for multiple cashiers and customer queues. Utilized both array-based and object-oriented implementations, showcasing proficiency in diverse data structures and programming techniques. Implemented a user-friendly GUI using Java FX and Scene Builder, enhancing the system's accessibility and visual appeal.

University Student Progression Data Management System
Python

Developed a data management system to track student progression using Python. The system allows input of student ID, pass, defer, and fail credits, calculating overall progression status stored in a dictionary. Implemented user-friendly interfaces, file I/O for data storage, and optimized control flow with conditional statements and loops.

Interactive Webpage (Theme - Entertainment)
HTML | CSS | Java Script

Developed multiple web pages, including main page, customer support, and navigation pages, using HTML for content structure, CSS for styling, and JavaScript for interactivity. Applied flexbox and CSS properties to introduce animations, video backgrounds elevating the overall visual appeal and user experience of the webpages.

GameInt - Interactive Guessing Game Mastermind
Python

Created 'GameInt' in Python, a guessing game where players try to guess a randomly generated 4-digit number between 1 and 6. With 8 chances, players receive instant feedback on each attempt. The result includes '1' for correct number and position, '0' for correct number in the wrong position, and '.' for incorrect numbers. The game awards points based on performance, allowing for replay with a new challenge.

Referees

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