



# Milan Bhanuka

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## ABOUT ME

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Passionate and dedicated intern software engineer aspiring to become a software engineer, with a solid foundation in programming and a keen interest in emerging technologies. I am committed to continuous learning and eager to gain hands-on experience in a dynamic team environment. I am enthusiastic about seizing opportunities to contribute, grow, and make a meaningful impact while building a strong foundation for my future career

## EXPERIENCE

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### • Axiata Digital Labs

*Intern - Software Engineering*

*Nov 2024 - Present*

- Worked on frontend development using Angular 16, gaining a strong understanding of modern frontend practices.
- Developed and executed unit tests to ensure code quality and application stability.
- Integrated APIs into projects, collaborating closely with backend teams.
- Conducted research and development tasks focused on upgrading projects from Angular 16 to Angular 17.

## EDUCATION

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### • University of Colombo School of Computing

*Bachelor of Science - Computer Science*

*May 2022 - May 2025*

### • Esoft Metro Campus - Matara

*Pearson Assured Diploma in Software Engineering*

*Nov 2020 - Jul 2021*

### • Rahula College, Matara

*G.C.E. Advanced Level 2020 Results - ICT: A, Combined Maths: B, Physics: C | z-score: 1.5918*

*2018 - 2021*

## TECHNICAL SKILLS, SOFT SKILLS AND INTERESTS

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**Languages:** C++, C, Java, PHP, JavaScript, Python

**Frameworks:** Angular, React, Node, Spring Boot, Tailwind CSS, Express, Bootstrap

**Databases:** MySQL, MongoDB

**Other Technologies:** Git, Figma, Postman, Jira, Selenium

**Soft Skills:** Communication, Problem-solving, Time management, Collaboration, Adaptability, Continuous Learning

**Areas of Interest:** Human-Computer Interaction

## PROJECTS

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### • MetaNet

*Jun 2024 - Dec 2024*

"MetaNet" is a community platform for AR/VR developers. Our project will address these issues with an advanced platform with features aimed at improving the AR and VR content-sharing experience. Users can sell, buy and integrate models into their own sites. This platform will make it easier to manage, discover, and market AR/VR content, as well as increase community involvement.

- Tools & technologies used: Angular, PrimeNg, Three.js, NestJs, Tailwind CSS, Figma, Jenkins, Docker, Python, PostgreSQL, Pinecone, GPT-3.5, Stripe
- 🐙 *MetaNetFrontend*


### • C&A Indoor Cricket Stadium Company Management System & e-commerce platform

*Jun 2023 - Apr 2024*

A comprehensive system to support the business process of C&A Indoor Cricket Stadium by providing a robust reservation system and an e-commerce platform as a solution for the manually handled system.

I worked on designing the user interface and functionality for the app, working on both frontend and backend development.

– Tools & technologies used: HTML, CSS, JavaScript, MySQL, Figma, MVC, ChartJS

–  C&A-Indoor-Project

### •Online Food Ordering and Restaurant Management Platform

Mar 2025

This project is an online food ordering and restaurant management system that connects users with restaurants. Customers can browse menus, customize orders, and make secure payments, while restaurants efficiently manage menus, orders, events, and customer feedback.

– Tools & technologies used: React, Spring boot, Mysql, Tailwind css, jeson web token

–  Online Food Ordering and Restaurant Management Platform


### •Volunify

Jun 2024

This mobile application was developed to manage volunteers and was developed for the hackathon.

I handled the front-end development.

– Tools & technologies used: Flutter, Express.js, MongoDB


–  Volunify

### •EatzOn - Food Delivery Website

Jul 2024 - Aug 2024

I developed EatzOn, a full-stack food delivery platform designed to streamline the online ordering experience for restaurants and their customers as my learning project.

– Tools & technologies used: React, Node, Express.js, MongoDB, Tailwind CSS, Stripe payment gateway

–  EatzOn

## ACHIEVEMENTS

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### •IdeaForge - Winner(Team)

Jul 2024

We won the ideathon organized by Computer Science Students' Association in University of Kelaniya, where around 80+ teams participated

### •MADHack 3.0 - Winner(Team)

Jun 2024

We a won mobile application development Hackathon organized by IEEE Student Branch of UCSC, where around 65 teams participated

### •Dialog Innovation Challenge - Semi Finalist(Team)

Jun 2024

Our idea and implementation were selected among the top 50 ideas out of 1200 island wide teams

## CERTIFICATES

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•React.js Essential Training - LinkedIn Learning

•MERN Essential Training - LinkedIn Learning

•Agile Testing - LinkedIn Learning

•Postman API Fundamentals Student Expert - Postman

•Python for Beginners - University of Moratuwa

•Generative AI for Beginners - Udemy

•Version Control - Meta (Coursera)

•Software Project Management Foundations LinkedIn Learning

•Principles of UX/UI Design - Meta (Coursera)

•Angular(Basic), CSS(Basic), Java(Basic), JavaScript(Basic), Python(Basic), SQL(Basic) - HackerRank

## POSITIONS OF RESPONSIBILITY

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•Middle Board Director of IT & BA Department - Colombo Beacon

May 2023 - May 2024

•Finance Team Member - UCSC ACM Student Chapter

Mar 2023 - May 2024

•Photographer - Pahasara - UCSC Media

Sep 2023 - Jun 2024

•Photo Editor - Pahasara - UCSC Media

Sep 2023 - Jun 2024

•Junior Company Coordinator - UCSC Career Fair 2024

Jan 2024

•Junior Company Coordinator - UCSC Career Fair 2023


Jan 2023


## REFERENCES

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