



MOHAMED SHAZNI

Computer Science Undergraduate

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Mohamed Shazni



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Personal Profile

A dedicated and analytical Computer Science undergraduate with a strong foundation in software development, algorithms, and problem-solving. Passionate about leveraging technology to develop innovative solutions. Skilled in programming languages, data structures, and software engineering principles. Eager to apply academic knowledge to real-world challenges and contribute to cutting-edge advancements in the field of computing.

Education

Bachelor of Science in Computer Science

Jan 2024 - Present

University Of Westminster UK (IIT Sri Lanka).

GCE Advanced Level (Physical Science) – Sri Lanka

Sep 2019 - Jan 2023

President's Science College, Puttalam.

GCE Ordinary Level – Sri Lanka

Jan 2009 - Aug 2019

Nuraicholai National School, Nuraicholai.

Technical Skills

- Programming Languages - Java, JavaScript, Python, PHP
- Web Development - HTML, CSS, Tailwind CSS, React.js, React Native, Node.js
- Database - MySQL
- Software Engineering - Frontend development, Software project management

Soft Skills

- Problem Solving
- Team Player
- Time Management

Projects

Language Learning Application (VITISCO) – Group Project (2025)

- Technology Used: React Native, Node.js, MySQL
- Description: Developed a language learning application for differently able people with an interactive user interface
- Achievements: Applied database management and API development techniques.

Virtual Room Feature (VITISCO) – Own Project (2025)

- Technology Used: React Native, Node.js, MySQL
- Description: Developed a virtual room feature where the people can make a competition with random quizzes with an interactive user interface
- Achievements: Fetched database management from Google cloud and API development

Futsal Booking Frontend (S7 Futsal) – Own Project (2025)

- Technology Used: React.js
- Description: Developed a real-time futsal court booking application with an interactive user interface.
- Achievements: Improved booking efficiency and automated scheduling.

Movie Explorer Application - Own Project (2025)

- Technology Used: React.js and Material UI
- Description: Real-time application for accessing movie information with React.
- Achievements: Contributed to accessibility through a user-friendly interface.

E-Commerce Website - Own Project (2025)

- Technology Used: React.js
- Description: Developed a E-commerce web application with an interactive user interface.

Full-Stack Ticketing System – Academic Coursework (2024)

- Technology Used: React.js, Node.js, MySQL
- Description: Implemented a full-stack application for real-time ticket booking.
- Achievements: Applied database management and API development techniques.

Student Management System – Academic Coursework (2024)

- Technology Used: Java
- Description: Built a student management system to handle student records and performance tracking.
- Achievements: Strengthened Java development skills and software lifecycle management.

References

Mr. Riflan Ahamed

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Mr. Saadh Jawwadh

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