



Nadil Dinsara

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About Me

An enthusiastic software engineering undergraduate passionate about developing innovative solutions in mobile and web applications. Skilled in Flutter and Kotlin, with a strong foundation in software development principles and a keen interest in real-time systems. Eager to apply my knowledge in a dynamic work environment to enhance both my academic and professional skills

Skills

- Flutter
- Kotlin with Jetpack Compose
- Java
- Angular
- Springboot
- Python
- GIT & Github
- JavaScript
- Team player
- Problem Solving
- Time management

Education

- B.Eng (Hons) Software Engineering (Undergraduate)**
Informatics Institute of Technology 2023 - 2027
 - 1st Year
 - Software Development 1 & 2 (Python & Java)
 - Mathematics for Computing
 - Trends in Computer Science.
 - Web Design & Development.
 - Computer Systems Fundamentals.
 - 2nd Year
 - Object Oriented Programming
 - Database Systems
 - Mobile Application Development
 - Software Development Group Project
 - Software Engineering Principles & Practice
 - Algorithms
- G.C.E. Advance Level (Physical science)**
Rajapaksha central College, Weeraketiya
Physical Science Stream - B, C, S

Projects

- Smart Pregnancy Belly Wrap (Group Project)** 2024-2025
Designed a wearable device for continuous maternal and fetal health monitoring, enabling real-time data tracking and cloud access for healthcare providers. Focused on requirements elicitation, UX design, and compliance for underserved regions.
- Expenze** 2024 - 2024
Created Expenze, a cross-platform mobile application using Flutter, which calculates and tracks expenses and incomes. Designed an interactive GUI to display and customize financial items, offering real-time calculations and a user-friendly experience
- Dice Game App** 2025 - 2025
Built an interactive dice game using Kotlin Jetpack Compose, implementing multiple activities with intent for seamless navigations and an engaging user experience
- Real-Time Ticketing System** 2024 - 2024
Design and developed a real-time event ticketing system using Java for the backend (CLI) and Angular with Spring Boot for the GUI.

References

Janith Amarawickrama
Lead IFS Technical Consultant
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Sasanga Amaratunga
Senior System Architect at USAA
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