

Nuthara Yuthmini

As a dedicated and highly motivated undergraduate software engineering student with a passion for developing innovative software solutions, I am eager to secure an internship as a UI/UX intern. I am seeking opportunities to apply my technical skills, problem-solving abilities, and collaborative mindset to contribute to a dynamic team focused on creating exceptional user interfaces and experiences.

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💡 Kotugoda, Gampaha

in linkedin.com/in/nutharay/

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github.com/Nuthara

SOFT SKILLS & ABILITIES

Analytical Thinking

Interaction Design

Wireframing

Prototyping

Hard working

Time Management

Problem Solving

Teamwork

TECHNICAL SKILLS

Programming languages-

Version Control-

Html, CSS, JavaScript, Dart

Git and GitHub

Tools -

Figma, Sketch

EDUCATION

Bachelor of Science (hons) - Software Engineering

NSBM(National School of Business Management) Green University 2021-2025

G.C.E Advance Level Exam - Physical Science

G.C.E Ordinary Level Exam

Rathnavali Girl's College Gampaha 2011-2019

Diploma in Information Technology & English

Institute of Management & Business Studies(IMBS) Sep 2019-Apr 2020

PROJECTS

Mobile Application Development Project (Flutter, Firebase):

Developed a mobile app with a user-friendly interface, improving the user experience. Features include lecture scheduling, AR navigation, lecturer availability tracking, and hall information.

Role- UI/UX Designer
Tool & Technologies - Figma, Dart

Behance- https://www.behance.net/gallery/185478417/N-SIDE-University-App

Seat Booking App for Movie Theater: (Figma)

Created a mobile app for movie theater seat booking, offering a user-friendly interface for seamless movie selection and seat reservation, enhancing the overall cinema experience.

• Role- UI/UX Designer • Tool & Technologies - Figma

Behance - https://www.behance.net/gallery/185447993/Movie-Ticket-Booking-App

GreenerLand Web Project (PHP, JavaScript, HTML, CSS, MySQL):

"Contributed to the 'Greener World' web project, promoting sustainable plant exchange. Designed a user-friendly interface for plant enthusiasts in Sri Lanka to connect, share, and engage in eco-friendly gardening practices."

• Tool & Technologies - HTML, CSS, Javascript

GitHub-github.com/Nuthara/GreenerLand_Web

Agriculture App: (Figma)

Designed a user-friendly UI/UX for an agriculture information system, empowering stakeholders with efficient tools for productivity and informed decision-making.

• Tool & Technologies - Figma

LICENSE & CERTIFICATIONS

- Foundations of User Experience (UX) Design by Google
- Start the UX Design Process: Empathize, Define, and Ideate by Google
- Conduct UX Research and Test Early Concepts by Google
- Build Wireframes and Low-Fidelity Prototypes by Google
- Create High-Fidelity Designs and Prototypes in Figma by Google
- UI / UX for Beginners by Great Learning

LANGUAGES

Sinhala







English







REFERENCES

Pavithra Subashini, Head of Department, Department of Computer Science and Software Engineering, Faculty of Computing - NSBM. pavithras@nsbm.ac.lk

Dr. Rasika Ranaweera, Dean, Faculty of Computing- NSBM Ranaweera.r@nsbm.ac.lk

I hereby certify that the above-mentioned details are true to the best of my knowledge.

NUTHARA YUTHMINI