PRAYON FERNANDO

WEB DEVELOPER

CONTACT

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https://github.com/PrayonFernando

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@PrayonFernando

TECHNICAL SKILLS

- Programming languages :
Python , HTML, Java, R and C
programming languages

- Front-end development :
HTML, css, JavaScript(React js and
Angular js)

- Frameworks :
Angular, React and Django

- Relational Database :
MySQL database

EDUCATION

**Informatics Institute of Technology
(**affiliated with University of
Westminster**)**

2019-2024(ongoing)

SOFTWARE ENGINEERING

Cambridge International School (2007
- 2012)
Stafford International School (2012 -
2019)

PROFILE

A determined undergraduate studying in the field of Software Engineering who
would like to utilize the positive attitudes, knowledge, and skills and the extra
minutes to gain experience in the industry.

WORK EXPERIENCE

X-VENTURES GLOBAL SOLUTIONS   *08/2022-12/2022*

Full-stack developer

- Developed and maintained web applications using angular.js and react.js as the
framework for frontend.

- Developed and maintained web applications using java spring boot as back-end.

- Debugging code and trouble-shooting technical issues.

- Collaborating with cross-functional teams including UX designers, developers,
and product managers.

Creo360 - (JobArmer)   *06/2023-06/2024*

Mobile & Web developer

- Developed and maintained web applications using react.js as the framework for
frontend.

- Developed and maintained mobile applications using React-native.js as the
front-end framework.

- Debugging code and trouble-shooting technical issues.

- Collaborating with cross-functional teams including UX designers, developers,
and product managers.

- Worked as an Intern for JOBARMER (website & mobile application project) for
12 - months.

PROJECTS

CRICKET PREDICTION SYSTEM "LEAGUE OF 11" (2022)

- Predicting of cricket batsman score using Naive Bayes algorithm. Programming language used was python. Front – end implementation was done using HTML, CSS and JavaScript and React

ALGORITHM BASED SLIDING PUZZLE PROJECT (2022)

- Used Breadth First Search algorithm to create a sliding puzzle. Programming language used was Java Starting at "S" and sliding on ice in the four cardinal directions till you reach the finish at "F"

OOP BASED PROJECT F1 CHAMPIONSHIP (2022)

- It is a Java program which simulates the manipulation of a Formula 1 racing car championship. GUI part of the program was built using Java Swing.

WEB DEVELOPMENT BASED PROJECT "GREEN ESCAPES" (2021)

- A travelling website platform developed using HTML, CSS and JavaScript. No backend development was conducted.

    more projects under my github

REFERENCES

MR. A.PRAVEEN KUMAR CROOS : SENIOR SOFTWARE LECTURER

- +94 77 676 1640
- praveen.croos@gmail.com
- Esoft Metro Campus

MR. ANDREW JOESHANTHAN: SENIOR SOFTWARE ENGINEER

- +94 76 745 0170
- Andrewjr350@gmail.com
- 99x technologies

CURRICULAR ACTIVITES

- **PARTICIPATED IN CODERALLY 3.0 – HACKATHON (2021)**
Organized by IEEE CS of Informatics Institute of Technology

- **PARTICIPATED IN CODESPRINT 6.0 – HACKATHON (2022)**
Organized by IEEE club of Informatics Institute of Technology

- **PARTICIPATED IN HASH CODE – COMPETITION (2022)**
Organized by Mozilla club of Informatics Institute of Technology and Google

- **PARTICIPATED IN STAGECRAFT – MUSICAL PERFORMANCE (2020)**
Organized by Student Union of Informatics Institute of Technology (TSK - Dancing Group)

SOCIETIES

- **IEEE STUDENT BRANCH (Informatics Institute of Technology)**
Member from 2020 to Present

- **LEO CLUB (Informatics Institute of Technology)**
Student Member from 2020 to Present

- **TSK - Dancing Group (Informatics Institute of Technology)**
Student Member from 2020 to Present