

RANDIKA RODRIGO

SOFTWARE ENGINNER UNDERGRADUATE

IEE member

Self-motivated enthusiastic undergraduate with excellent organizing and time management skills. Fast and self-learner with a keen interest in the subject and highly passionate to become a skilled software engineer. Proficient in mathematics and problem solving and eager to face challenging technical problems. I am keen to find an internship in a challenging company to enhance the scope of my knowledge and to get familiar with the industry.



randika.2018073@iit.ac.lk

265/B Daluwakotuwa, Kochchikade

RandikaR21

in Randika Rodrigo

https://randikar21.github.io

Technical Skills

- Java
- Python
- JavaScript
- TypeScript
- HTML
- CSS
- Bootstrap
- Angular
- SQL
- NodeJS
- Spring Boot
- JavaFX
- MongoDB
- Full Stack Development
- MEAN Stack Development
- TensorFlow Python and JavaScript.
- Flask
- Unity gaming engine

Interests

- Machine Learning
- Cybersecurity
- Web Development
- UI/UX Design
- Full Stack Development

Experience

Summer Internship

attune

07/2019 - one month

Learning outcomes:

- Learnt an overview of SAP
- Learnt about project management, managing online presence, Career goals and development, Lean manufacturing and many more.
- Final project, Kids at Workday, a project to practice project management.

Education

BEng Software Engineering

University of Westminster 09/2018 – present 2nd Year

- Certified Information Security Expert

NetAssit International

08/2018 – present (yet to complete the examination)

Cambridge Advanced Level

St. Nicholas International College, Negombo 2018

Mathematics stream - 2 A* and 1 A

Cambridge Ordinary Level

St. Nicholas International College, Negombo 2016

Science stream - 4 A* and 4 A

Competitions

- IEEE Xtreme v13.0 (Global rank 603, Country rank 39)
- Google Hash Code (Participation)
- SLIIT codefest (Participation)
- Aces Coders v8.0 (participation)

Projects

- APE හඩ Real time Sinhala Sign language to Sinhala Translator through machine learning.
 - Worked as a data scientist and MEAN stack developer. Data science was implemented using TensorFlow.
- Vehicle Rental management system
 - Implemented using Java, Angular, Spring Boot and MySQL
- Physics engine for the Unity gaming engine.
 - Implemented using C# programming language and Unity.
- **Kids at Workday** A project organised by the summer interns at attune consulting for the employee's children.
- 4 Man Squad Gaming News website
 - This was done using simple HTML5, JavaScript and CSS

Academic Performance

University 2nd year

Algorithms: Theory Design and Implementations	Pending
Client Server Architecture	Pending
Software Development Group Project	Pending
Object Oriented Programming	Pending
Database Systems	Pending
Applied Maths and Physics for Games	Pending

University 1st year

Programming Principles 01	97
Programming Principles 02	82
Mathematics for Computing	100
Computer Systems Fundamentals	86
Computer Science Practice	77
Web Design and Development	85

Cambridge Advance Level

Pure Mathematics and Mechanics	90%	A*
Physics	93%	A*
Chemistry	86%	Α
Computer Science	85%	а

Cambridge Ordinary Level

Computer Science	92%	A*
Mathematics	92%	A*
Environmental Management	90%	<i>A*</i>
Biology	92%	A*
Chemistry	89%	A
Physics	84%	Α
English	81%	Α
Religious Studies	81%	A

Other Technical Skills

- GitHub
- Linux (Kali)
- Adobe Photoshop
- Adobe Illustrator
- wireframing

Non-Technical Skills

- Fast and self-learner
- Team player
- Communication
- Problem solving
- Quick thinking
- Art and design

Sports

- Basketball
- Swimming
- Chess

Languages

English and Sinhala

Contact

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Referees

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