



Sewmini Sanjana

SOFTWARE ENGINEER INTERN

CONTACT

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PROFILE

Software engineering intern with a passion for coding and a strong track record of success. Proven ability to learn new technologies quickly and apply them to real-world problems. Seeking an internship where I can gain hands-on experience in a fast-paced environment.

LANGUAGES

English - Professional Proficiency
Sinhala - Professional Proficiency
Tamil - Limited Working Proficiency

SKILLS

Technical Skills

- Programming Languages: Python, Java, JavaScript
- Web Development: React.js, HTML5, CSS3, RESTful APIs
- Mobile App Development: React Native
- Database Management: MySQL, MongoDB, Firebase
- Version Control: Git, Github

EDUCATION

University of Sri Jayewardenepura

BSc (Hons) in Information Technology: 2020 - 2024
Current GPA: 3.83/4.00

Rathnavali Balika Vidyalaya, Gampaha

GCE Advance Level - 2019
2A's & 1B

Galadhitiyawa Central College, Ganemulla

GCE Ordinary Level - 2016
8A's & 1C

WORK EXPERIENCE

Trainee: 2020 January -2021 April People's Bank, Kelaniya, Sri Lanka

Performed as a responsible trainee participating to all banking activities by offering my best with skills like problem solving, time management and good communication skills.

Project Manager of We@FHSS: 2022 September-2022 December

We@FHSS is the latest mobile application of the Faculty of Humanities and Social Sciences, University of Sri Jayewardenepura. I was responsible for the overall planning, coordination, and execution of mobile app development.

PROJECTS

LeoWave (Mobile App)

Developed the official mobile app for the Leo Club of District 306 C2, University of Sri Jayewardenepura, using React Native and Firebase. The app facilitates club activities by providing features such as a board of officers directory, information about Lions Club International, ongoing projects, award-winning projects, and a contact us section.

Technologies Used: React Native, Firebase

Professional Skills

- Problem-Solving
- Time Management
- Communication
- Team Player
- Critical Thinking

AWARDS

Winner - Best Project for Research and Development

18th Annual District Conference of Leo District 306 C2 (Insperenzo Awards 2023) by Leo District 306 C2

1st Runner Up - Best Project for Research and Development

Leo Multiple Awards 2023 by Leo Multiple District 306, Sri Lanka & Maldives

OTHER EXPERIENCE

Director of Club Services: 2022 - 2023

Leo Club of District 306 C2 University of Sri Jayewardenepura

Assistant Cell In-Charge: 2022 - 2023

Entre Club, University of Sri Jayewardenepura

Committee Member: 2022 - 2023

Information Communication Technology Student Association

Committee Member: 2021 - 2022

IEEE Student Branch, University of Sri Jayewardenepura

REFERENCES

Available upon request

EduKids (Mobile App)

Developed a mobile app using React Native and Firebase to facilitate nursery students in learning alphabets, numbers, phrases, shapes, and colors. Implemented features such as user authentication, real-time learning materials, and interactive activities.

Technologies Used: React Native, Firebase

Profile for Faculty (Mobile App)

Designed and developed a React Native app with Firebase integration to assist faculty in sharing news and managing student profiles. The app provides real-time profile updates, news reading, and contact details for faculty.

Technologies Used: React Native, Firebase

Food Recipe Website

Developed a food recipe website using the MERN stack. The website allows users to explore a variety of recipes, contribute their own recipes. It incorporates user authentication, real-time updates, and a user-friendly interface.

Technologies Used: MongoDB, Express.js, React, Node.js

Blog App (Website)

Developed a full-stack web application, the Blog App, using the MERN (MongoDB, Express.js, React.js, Node.js) stack. The app allows users to register, log in, create, read, update, and delete blog posts, providing a comprehensive platform for managing and sharing content.

Technologies Used: MongoDB, Express.js, React, Node.js

Bookstore System (Desktop Application)

Developed a Bookstore System, written in Java using Object-Oriented Programming (OOP) concepts. Its features allow users to browse and add books (eBooks and physical books) to a shopping cart, calculate total costs including shipping, and place or cancel orders.

Technologies Used: Java, Object-Oriented Programming

Automated Teller Machine (Desktop Application)

Implemented a simple Automated Teller Machine system in Java, utilizing object-oriented programming principles. The system supports user registration, login, real-time transactions (deposit, withdrawal), balance inquiry, and fund transfers.

Technologies Used: Java, Object-Oriented Programming

Hospital Management System (Desktop Application)

Developed a Python-based Hospital Management System to streamline day-to-day hospital operations. Implemented features such as user registration, login, medical service requests, and admin functionalities for managing patients and employees.

Technologies Used: Python