Sahan Viranga Hettiarachchi

Software Engineer Intern

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Colombo, Sri Lanka. Portfolio website LinkedIn

GitHub

PROFILE

A highly motivated and fast learner with hands-on experience in React, Next.js, Python, and Java. Passionate about software development and continuous learning, I excel in collaborative, Agile environments and enjoy contributing to innovative, real-world projects. I aim to leverage my technical skills, problem-solving ability, and teamwork to deliver impactful software solutions and further develop my expertise in full-stack development.

EDUCATION

Sabaragamuwa University of Sri Lanka, *BSc. (Hons) in Computing and Information Systems (Reading)*
3rd Year CGPA: 3.7

St. Joseph Vaz College, Wennappuwa
G.C.E Advance Level
Physical Science stream

TECHNICAL SKILLS

Programming Languages — JavaScript, TypeScript, Java, Python, HTML, CSS

Frameworks & Libraries — Next.js, React JS, Fast API, Node js, Tailwind CSS, Spring Boot

Databases — MySQL, MS SQL, PostgreSQL, Firestore, MongoDB

Technologies and Tools — Firebase, Linux, Postman, Figma, Trello, n8n, Unity

PROJECTS

Blockchain-Based Voting System (Group),

React JS | MetaMask | Web3.js | Solidity | Hardhat | Spring Boot | MySQL

Project aims to provide a secure and transparent blockchain-based voting platform that ensures voter identity verification,Enables Immutable vote recording, supports session-based elections with one vote per user, and demonstrates real-world blockchain applications.

Contribution - Developing the backend using Spring Boot, integrating MySQL for election sessions and voter data, connecting to Ethereum blockchain via Web3j, implementing session-based elections and one vote per verified user enforcement.

Multi-Sensor System for Real-Time Detection of Jogai Line Violations in Karate,
Python | YOLOv8 | OpenCV | Arduino
An Al and sensor-based system designed to detect Jogai line (out-of-bound) violations in karate matches in real time. The system combines computer vision with tactile sensors to assist referees and minimize human error.

F1 Racing Game - Unity 3D Project (Group), *C# | Unity 3D | Photoshop | Blender*
A Formula 1-style racing game focused on realistic car physics, smooth controls, and immersive gameplay environments
Contribution - Created car controls, developed cameras, designed tracks and UI, integrated lap timing and leaderboard.

Face Recognition System (Group), *Python | Jupyter Notebook | OpenCV | scikit-learn | NumPy | Pandas*
Project aims to automate face detection and preprocessing, extract features using eigenfaces, train and evaluate ML models, and build a predictive pipeline for real-time face recognition.
Contribution- Built a real-time face recognition pipeline using Python, OpenCV, eigenfaces, and ML models with complete data, preprocessing and feature extraction

EXTRA CURRICULAR ACTIVITIES

Event coordinator, *IEEE Student Branch of SUSL*

Volunteer, *IEEE Student Branch of SUSL*

Volunteer, *ICARC 2025*

Active member, *Society of Computer Sciences Sabaragamuwa University of Sri Lanka*

CERTIFICATES AND ACHIEVEMENTS

- Semi-Finalist HackX 8.0
- Semi-Finalist Cre8x
- The Flagship Game Development Event EXE2025
- Open-Source AI Models
- Javascript Algorithms & Data Structures
- Java Training Crash Course

SOFT SKILLS

- Teamworking Skills
- Problem-Solving Skills
- Willingness to Accept Challenges
- Self-Learning Ability

REFERENCES

Prof.BTGS Kumara, *Professor in Computer Science,*
Faculty of Computing, Sabaragamuwa University of Sri Lanka.
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