



# Sahan Viranga Hettiarachchi

*Software Engineer Intern*

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📍 Colombo, Sri Lanka.

🔗 Portfolio website

LinkedIn

GitHub

## PROFILE

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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

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**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

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**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

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**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 AI 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**

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**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**

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- 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**

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

## **REFERENCES**

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