SANHINDA JAYARATHNE
SOFTWARE ENGINEERING UNDERGRADUATE

As a Software Engineering undergraduate at the University of Westminster with a solid foundation in computer science, I have cultivated a deep passion for coding and problem-solving. I am keen to apply my skills to design and implement robust, efficient software systems. Currently, I am seeking a software engineering internship to further develop my skills and contribute to innovative projects in a professional setting.

CONTACT

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Portfolio
https://sanhindagimhan.netlify.app/

LinkedIn
Linkedin/SanhindaJayarathne

Github
Github/Sanhinda2002

TECHNICAL SKILLS

Languages
Python . Java . JavaScript . HTML . CSS . php . SQL

Frontend/ Backend Frameworks
React Native . ReactJS . Express.js . Node

Database Management Systems
MySQL . MongoDB

Other
GIT . Figma . Canva . Firebase . Android Studio

SOFT SKILLS

Language Skills
Sinhala . English

Problem Solving

Time Management

Self Learning

Education

Informatics Institute of Technology Affiliated with the University of Westminster
BEng (Hons) Software Engineering
2023-2027

1st year
Software Development I
Mathematics for Computing
Trends in Computer Science
Computer Systems Fundamentals
Software Development II
Web Design and Development

2nd year
Object Oriented Programming
Database Systems
Software Development Group Project
Software Engineering Principles and Practice
Algorithms: Theory, Design and Implementation
Server-side Web Development

Informatics Institute of Technology
Foundation Certificate in Higher Education
2022-2023
Distinction Pass

St. Anne's College, Kurunegala
2008-2021
GCE Advanced Level (2021)
GCE Ordinary Level (2018)

Projects

Sign Language Interpreter - Sign Sri [Group]
Oct 2024 - Present

Currently developing a real-time sign language interpreter that converts sign language gestures into text and vice versa. An ML model is being integrated to improve gesture-to-text conversion and overall accuracy. The platform includes a game-based sign language teaching tool, a phrasebook and dictionary for quick reference, and a community forum for users to engage and share knowledge.

Contribution - Implemented the Text-to-ASL Sign Language feature, enabling seamless conversion of written text into sign language gestures and created an interactive prototype for the application.

Skills: Python . React Native . Express.js . Figma . CSS . Firebase

Real Time Ticket Booking System [Individual]
Oct 2024 - Nov 2024

Developed a real-time ticket booking system using object-oriented programming principles to efficiently manage and allocate tickets for various events, ensuring a seamless user experience.

Skills: Java . React.js . Spring Boot . MySQL . OOP concepts

Teamwork

Adaptability

Creativity

Leadership

INTERESTS

Machine Learning

Web Development

UI/UX Design

CERTIFICATIONS

Building Modern Projects with React - LinkedIn Learning
Completion Date: December 1, 2024

Learning Spring 6 with Spring Boot 3 - LinkedIn Learning
Completion Date: December 2, 2024

Spring Boot 2.0 Essential Training - LinkedIn Learning
Completion Date: December 8, 2024

React Essential Training - LinkedIn Learning
Completion Date: December 10, 2024

REFERENCES

Ms. Akarshani Amarasinghe,
Lecturer, Department of Computer Engineering, Faculty of Engineering, University of Sri Jayewardenepura.
Phone: 0716573164
Email:
akarshani.amarasinghe@sjp.ac.lk
akarshani.a@iit.ac.lk

Ms. Nethmi Ranasinghe,
Software Engineer,
WSO2
Phone: 0713949216
Email:
nethmir@wso2.com

Portfolio Website [Individual]
Oct 2024

Designed and developed a personal portfolio website to showcase my skills, projects, and experience.

Skills: HTML . CSS . Javascript . ReactJS

Healthy Day Website [Group]
Feb 2024 - Jun 2024

Developed an informative and interactive website to promote health and well-being, aligned with SDG 3.

Contribution - Designed and implemented the Home and Feedback pages to enhance user engagement and accessibility.

Skills: HTML . CSS . Javascript

Plane Management System [Individual]
Feb 2024 - Apr 2024

Designed and developed a Plane Management System in Java to facilitate the booking and management of plane seats.

Skills: Java . OOP concepts

Student Grade Management [Individual]
Sep 2024 - Dec 2024

Developed a student grade management system with python

Skills: Python

UI Design for E-care [Group]
Feb 2023 - Jun 2023

Developed a high-fidelty prototype with Figma for a system that automates the traditional book keeping system of medical records.

Contribution - Developed the prototype using Figma, creating a high-fidelity design for a system that automates traditional medical record-keeping.

Skills: Figma

Number Guessing Game [Individual]
Jan 2023 - Apr 2023

Developed a number guessing game using Python, incorporating color pegs as hints to guide players to the correct answer. Simulated dynamic hints to enhance player experience.

Skills: Python

Console-Based Dice Game [Individual]
Sep 2022 - Dec 2022

Built a console-based dice board game where a human player competes against the computer. Used Python to simulate dice rolls and determine game outcomes.

Skills: Python

Volunteering

Volunteered at Cutting Edge 2024 organized by IIT

Extra Curricular Activities

Member of IEEE club IIT