Sanjana Deshan

Undergraduate at SLIIT

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📍 Divulapitiya, Sri Lanka

in Sanjana Deshan

○ Sanjana-Deshan

🪪 PROFILE

As a dedicated Software Engineering undergraduate, I love using technology to solve real-world problems. I have a strong background in software development and am skilled in building websites and mobile apps. I enjoy working in fast-paced environments and am always eager to learn new things and take on new challenges. My passion for continuous learning helps me contribute effectively to innovative projects.

🌐 LANGUAGES

Sinhala — (Native) │ **English** — (Fluent)

🏃 CO-CURRICULAR ACTIVITIES

Member — Proficient
Science society (2019-2021)
Bandaranayake College, Gampaha

Member — Expert
Wsetern Cadet Band (2016-2019)
Bandaranayake College, Gampaha (2017 - all island 1st place | 2018 - all island 2nd place | 2019 - all island 1st place)

Member — Proficient
Computer Society
Bandaranayake College, Gampaha

🎓 EDUCATION

GCE A/L (General Certificate of Education, Advanced Level),Physical Science Stream
2013 – 2021
Bandaranayake College, Gampaha
results - C,C,S

BSc (Hons) in Information Technology Specializing in Software Engineering
10/2022 – present
Sri Lanka Institute of Information Technology (SLIIT)
Cumulative GPA : 3.5

</> TECHNICAL SKILLS

SQL │ CSS │ Angular │ React JS │ MongoDB │ PHP │ Spring Boot (Java) │ HTML │ Javascript │ Express JS │ Node JS │ Kotlin

🎖 CERTIFICATES

Productivity with Generative AI 🔗
Issued by Microsoft

Programming in Python 🔗
Issued by University Of Moratuwa.

Career Essentials in Business analyst 🔗
Issued by Microsoft & LinkedIn

Career Essentials in Software Developer 🔗
Issued by Microsoft

🧩 SKILLS

Problem-Solving
Developed efficient solutions in programming projects.

AI Collaboration
Collaborated with AI tools to develop better solutions efficiently.

Team Collaboration
Collaborated with team members on various coding assignments.

Adaptability
Quickly learned new programming languages and frameworks.

⚙ REFERENCES

Dr.Kalpani Manathunga, *Head,*
Department Of Software Engineering, SLIIT
kalpani.m@sliit.lk

Dilum Navanjana, *Lead Software Engineer,*
Personio
dilum.navanjana@personio.de

📁 PROJECTS

Tourlink - Tourism Management Web Application (Spring Boot - Java , Angular ,MySQL) 🔗
Collaborated with a team to develop a web application for tourism management, featuring a freelance work model for tour guides and drivers. Utilized **Spring Boot (Java)** for the backend, **MySQL** for the database, and **Angular** for the frontend. Implemented **advanced security features** using Spring Framework's web configurations and security protocols to ensure data integrity and user protection.

Real Estate Agency Web Application (MongoDB, Express JS, React JS, Node JS) 🔗
Developed a real estate agency web application using the **MERN** stack (MongoDB, Express.js, React, Node.js). The project includes features such as a **real-time chatting system using socket** and **user authentication** to enhance user engagement and security.

Texxas - Online Clothing Shopping Store (HTML , CSS , Java Script , PHP ,MySQL) 🔗
Developed an online shopping store using **HTML, CSS**, and **JavaScript** for the frontend, with **PHP** and **MySQL** for the backend. Utilized **AJAX** to enhance user interactions and ensure seamless updates without page reloads. The application features user authentication, product catalog management, and shopping cart functionality.

Tasks - Android Task Management Application (Kotlin , Android Studio) 🔗
Developed a "Tasks" Android mobile app for CRUD operations using **Kotlin** and **Android Studio**. Implemented Kotlin coroutines for efficient asynchronous operations, following the **MVVM** architecture for a clean and maintainable codebase. Utilized **Room database** for local data storage and management.

Save Cute Bunny - Android Mobile game (Kotlin , Android Studio) 🔗
Developed an engaging Android game called "Save cute Bunny" using **Android Studio** and **Kotlin**. The game features intuitive touch controls, multiple difficulty levels. High scores are tracked and stored using **SharedPreferences**, encouraging players to beat their personal bests