SATHIRA HANSANA DAHANAYAKA

Computer Science Undergraduate

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Linkedin | **GitHub** | **Website**

PROFILE

Hardworking Computer Science undergraduate with a strong interest in UI/UX design, particularly front-end development and software development. Eager to apply technical skills to real-world challenges and continuously learn in a dynamic environment. Passionate about exploring emerging technologies and enhancing coding proficiency to create user-centered solutions.

EDUCATION

University of Westminster, Department of Computing   **Sep 2023 - Present**

BSc.(Hons) Computer Science
- Software Development I - 88
- Software Development II - 70
- Web Design and Development - 70
- Human Computer Interactions - 65

Rahula College Matara   **Feb 2022**

G.C.E Advanced Level 2021 - Physical Science
- Combined Mathematics - S
- Physics - S
- Chemistry - S

G.C.E Advanced Level 2021 - Physical Science
- 8As and 1C   **Dec 2018**

PROJECTS

Student Grading System   **Sep 2023**
- Built a Python application to input student marks, calculate totals, assign grades, and display results.
- Applied core programming concepts like loops, conditionals, and data structures to automate grade evaluation.

Technologies used: Python

Plane Tickets Management System   **Feb 2024**
- Created a Java-based console system to manage airplane seating.
- Allowed users to check seat availability, book, and cancel tickets, showcasing CRUD operations with arrays and control structures.

Technologies used: Java

GREENMART Website   **Mar 2024**
- Designed and developed a responsive e-commerce website for organic food products.
- . Implemented product listings, user-friendly navigation, and visual design principles.

Technologies used: HTML, CSS, JavaScript

SCHOOLIFY Website   **Dec 2024 - Mar 2025**
- Contributed to the frontend of a resource and homework management system for school students.
- Focused on UI/UX to ensure accessibility and ease of use across educational contexts.

Technologies used: Figma, Next Js, Tailwind CSS

Personal Portfolio Website   **Mar 2025**
- Developed a responsive personal portfolio website using HTML, CSS, and JavaScript. Showcases projects, technical skills, and contact information with a clean, user-friendly design and smooth navigation.

Technologies used: HTML, CSS, JavaScript

GRAB-IT Mobile Interface   **Feb 2025 - present**
- Designed a mobile interface using Figma for an app that facilitates buying and selling non-disposable items.
- Focused on sustainable consumption and intuitive UI layouts.

Technologies used: Figma

Route Mobile Interface   **Feb 2025 - present**
- Created a mobile app UI in Figma for navigating public transportation systems.
- Included features for route planning, bus tracking, and estimated arrival times.

Technologies used: Figma

SKILLS

Technical Skills

- Python
- Java
- HTML
- CSS
- JavaScript
- Figma
- MySQL
- React Js
- Next Js
- GO Lang
- Photoshop
- Illustrator

Soft Skills

- Teamwork
- Time Management
- Leadership
- Effective Communication
- Critical Thinking

ACHIEVEMENTS AND CERTIFICATIONS

- Engaged in Hult Prize (2025) as a participant
- Engaged in Code Golf 2024, showcasing problem-solving skills.

EXTRA CURRICULAR ACTIVITIES

- Member of IEEE student branch: IIT (2023 - Present)
- Member and a content creator of the e - Sport club of IIT (2023 - Present) Experienced in creating custom designs focusing on visual appeal and effective communication.
- Member and a content creator of the LEO Club of Matara Nilwala (2023 : Present)
- Designer for the Nilwala Chronicles Monthly Newsletter
- Jersey and Logo Designer (freelancer)

REFERENCE

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