

SATHIRA DAHANAYAKA

Computer Science Undergraduate

PROFILE INFO

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.

Contacts

-  sathira.designs@gmail.com
-  +94 77 869 5080
-  131, Flower Garden,
Walgama, Matara
-  www.linkedin.com/in/sathira-dahanayaka
-  <https://github.com/SathiraHD>

TECHNICAL SKILLS

- HTML
- CSS
- JavaScript
- Java
- MYSQL
- Python

SOFT SKILLS

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



EDUCATION

1) University of Westminster - IIT Campus

- B.Sc. (Hons) in Computer Science: 2023 - Present

Software Development I (Python)	:1st Class
Computer Systems Fundamentals	:1st Class
Mathematics for Computing	:1st Class
Software Development II (Java)	:2nd Upper
Web Design and Development	:2nd Upper
Trends in Computer Science	:2nd Upper
Human Computer Interaction	:2nd Upper

2) Rahula Collage, Matara.

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|------------------------------------|------------------------------|
| • G.C.E Advanced Level: 2021(2022) | • G.C.E Ordinary Level: 2018 |
| Combined Maths :S | 8 A passes and C Pass |
| Physics :S | |
| Chemistry :S | |



PROJECTS

1) A game called "Inky Pinky Ponky" (Individual) : 2023

Created a command-line game play with the computer using Python for Software Development in Foundation - IIT

2) Student Grading System (Individual) : 2023

Created a program to check the students marks and grading their results using Python.(4COSC006C.1 Software Development I)

3) Plane Tickets Management System (Individual) : 2024

Created a program to check the plane's available seats and add booking seats, removing booked seat using Java. (4COSC010C.2 Software Development II)

4) A website called "GreenMart" : 2024

Created a website to buy fresh and organic foods from the website using HTML, CSS, Javascript. (4COSC011C.2 Web Design and Development)

SOFTWARE SKILLS

- IntelliJ
- VS Code
- Axure
- Figma
- Canva
- Photoshop
- MS Office
- Illustrator
- After Effects
- Audacity

REFERENCE

Mr.Navod Shehan Wimalaweera

Quality Assurance Engineer,
London Stock Exchange Group
navodshenz@gmail.com
+94 70 218 1481

Mr.Chathura Wickramasinghe

Lecturer,
Informatic Institute of
Technology
Colombo 06
chathura.w@iit.ac.lk
+94 76 264 7455

5) Schoolify - Resource Management System for School Students: 2024/2025

Created a resource management system, homework management system for the private and government school students, did the frontend part using Next.js. (5COSC021C.Y Software Development Group Project)

6) A game called "Noughts and Crosses" (Individual) : 2024

Created a command-line game play with the computer using Python.

7) Mobile interface called "Grab-IT" (Individual) : 2024

Created a mobile interface to sell and buy non-disposable items using Figma.

8) Mobile interface called "Route" (Individual) : 2024

Created a mobile interface to navigate the public transportation system using Figma.

9) Mobile interface called "Sail's Care" (Individual) : 2024

Created a mobile interface to secure the sailors life using Figma.



ACHIEVEMENTS

- 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
- Member of the Shooting club of Rahula College Matara (2017 - 2020)
- Member of the New Invention Club of Rahula College - Matara (2013 - 2020)