

Imeth Uvindu Rajapakshe

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Driven second-year student of computer science with a solid background in software development, algorithms, and programming. eager to put academic knowledge to use in real-life situations and obtain practical experience by participating in a third-year internship. competent in spring boot, java fx, angular, python, and java, HTML and passionate about learning new technologies and solving problems.

Education

Computer Science Bachelors (2024 – Present) - Informatics institute of technology in collaboration with University of Westminster

Higher Diploma (2023) - Informatics institute of technology in collaboration with University of Westminster

Foundation certification course (2022) - Informatics institute of technology in collaboration with University of Westminster

Java application development (2024) – University of Colombo

G.C.E Ordinary Level – A4 (2021/2022) - St. Sebastian's College Moratuwa

School Education (2011 – 2021) - St. Sebastian's College Moratuwa

Projects

Coursework Projects

Informatics institute of Technology Colombo

September 2022 – Present

Real-Time Ticketing

- developed a real-time ticketing system with an Angular-based graphical user interface, Spring Boot, multithreading for maximum efficiency, and automated ticket pools with data management via JPA.

Seat Manager System

- created a Java-based seat management system that lets users search for, purchase, and cancel seats. Seat tracking was implemented with arrays, ticket management was integrated with Person and Ticket classes, and features for calculating sales, saving ticket data to files, and displaying seating plans were added.

Board Game Development

- created and implemented the Python board game "20 x 2," in which two players compete to avoid black holes and make it to the 20th block by navigating dice rolls. Interactive command-line gameplay and unique movement rules were created for both computer and human players. created a SQL-based database with an emphasis on data integrity, queries, and normalization for a fictitious e-commerce system.

Color Guessing Game

- created a Python game called "Guess the Color" in which players must guess the code maker's secret colored peg sequence while getting feedback from black (1) and white (0) pegs. used a 4-digit code system to implement up to 8 guesses with rules for color matching and position accuracy.

Personal Projects

- created a weather app with Java and JavaFX that has an easy-to-use graphical user interface (GUI) for user interaction and retrieves and shows current weather information, such as temperature, humidity, and forecasts.
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Professional Development Skills

Programming Languages

- Python | Java

Frameworks

- Spring Boot | Angular

Databases

- MySQL | Postgres SQL

Concepts

- OOP | Data Structures | DBMS

Communication Skills | Leadership Skills | Teamwork

Extracurricular Activities

IIT Toastmasters club (2023 – present) - Informatics institute of technology in collaboration with University of Westminster

Students Union Club (2019 – 2021) – St. Sebastian’s College Moratuwa

Photographic Society (2020 – 2021) – St. Sebastian’s College Moratuwa

Sports

- Basketball | Swimming | Karate

Certifications & Training

- Java Application development using Java SE – University of Colombo School of computing, August/2024
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Non-Related Referees

1. Mas. Thisukha De Silva

Senior Student Intern

Industrial and Financial Systems (IFS)

Relationship – Mentored me during projects and courseworks

Email – thisukhasilva@gmail.com

Contact number - 076 132 3838

2. Ms. Hiruni Samarage

Lecturer

Informatics Institute of Technology

Relationship – mentored my professional development lectures

Email – Hiruni.s@iit.ac.lk

Contact number – 076 820 9721