



SENUJA THISAS MASINGHE



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1/8, Bandarawatta, Gampaha



[Senuja Masinghe](#)



[Senjhon007](#)

SUMMARY

Data Science–focused IT undergraduate with a strong foundation in data analysis, statistics, and programming. Passionate about transforming raw data into meaningful insights through analytical thinking and problem-solving. Demonstrates strong self-initiative, attention to detail, and clear communication of technical findings. Actively developing skills in data-driven decision making, visualization, and modern analytical tools, with a strong interest in current and emerging technologies and a commitment to staying aligned with evolving industry standards.

PROJECTS

- **Academic**

- **Page Turning Books** - Online Bookstore Web Application
 - Developed a fully functional online bookstore using HTML, CSS, JavaScript, and PHP. Implemented features such as user registration, login, book catalog, shopping cart, and order processing. Handled backend functionality using PHP and MySQL for database operations. Ensured responsive design and basic validation to enhance user experience.
- **Elite Events** – Event Management Web Application
 - Developed a full-stack web-based event management system enabling admins, managers, and customers to manage event bookings, packages, items, and user logins. The application supports role-based access, CRUD operations for events and packages, and logging functionalities.
 - **Tools & Technologies:** Java, Servlets, JSP, HTML/CSS, JDBC, MySQL, Apache Tomcat, Eclipse IDE
 - **GitHub:** [Link](#)
- **Heal-X** – Smart Healthcare Management System
 - Designed and developed a web-based healthcare management system to digitize clinic operations, replacing manual workflows with a centralized platform.
 - Implemented QR code–based patient identification for instant access to medical history, reports, and prescriptions.
 - Built online appointment booking with real-time availability, reminders, and rescheduling functionality.
 - Developed digital prescription management with PDF generation and automated email delivery.
 - Created secure, role-based access for doctors, admins, receptionists, finance staff, and patients using JWT authentication.
 - Implemented real-time inventory management with expiry alerts and low-stock notifications.
 - Designed interactive dashboards providing analytics on income, profit/loss, patient trends, inventory status, and system health.
 - Developed billing, multi-payment support, and automated daily, weekly, and monthly financial reports.
 - Followed Agile practices and managed source control, collaboration, and issue tracking using GitHub and Jira.

- **Tools & Technologies:** MERN stack (MongoDB, Express.js, React.js, Node.js), RESTful APIs, JWT-based authentication, Tailwind CSS, Vite, VS Code, GitHub (version control & collaboration), Postman (API testing), Jira (Agile project management).
- **GitHub:** [Link](#)
- **Heal Flow** – Android Wellness Application
 - Designed and developed an Android wellness application integrating hydration tracking, step counting, mood journaling, and habit management in a single platform.
 - Implemented real-time step tracking using Android sensor APIs, customizable hydration goals with reminders, and mood logging with weekly insights.
 - Built a centralized dashboard with bottom navigation for seamless access to wellness modules and summaries.
 - Applied modern Android architecture, Material-inspired UI, and persistent local storage using SharedPreferences.
 - Ensured clean code structure and iterative improvements using Git and GitHub for version control and documentation.
 - **Tools & Technologies:** Kotlin, Android Studio, Android Sensors, Notifications, SharedPreferences, Material UI, Git, GitHub.
 - **GitHub:** [Link](#)
- **Comfort Foods** – Android Mobile Application
 - Developed an Android mobile application that enables users to browse curated comfort food items and view detailed information through a clean, intuitive interface.
 - Designed and implemented multi-screen navigation using Activities and Intents for smooth user flow.
 - Built detailed item screens with clear descriptions and structured data models to support user decision-making.
 - Created responsive XML-based layouts optimized for different screen sizes and orientations using Constraint Layout.
 - Maintained consistent UI design with focus on readability, spacing, and visual hierarchy.
 - Managed the full project lifecycle using Git and GitHub with structured commits and version history.
 - **Tools & Technologies:** Kotlin, Android Studio, Android SDK, XML, ConstraintLayout, Activities, Intents, Git, GitHub.
 - **GitHub:** [Link](#)
- **Personal**
 - **QR Code Generator** – Python Project
 - Created a command-line application that generates QR codes based on user-provided data using the qrcode Python library.
 - Implemented user input handling and image saving logic, and utilized error correction and customization options (box size, colors, borders)
 - **GitHub:** [Link](#)
 - **Series of mini-Games** - Python Project
 - Rock, Paper, Scissors - Emoji-based version with replay loop, winner logic
 - Number guesser - Random number between 1–100 with user-friendly feedback and error handling
 - Dice roller - Simulates rolling two dice, includes input validation and replay option
 - **GitHub:** [Link](#)

- **BMAApp - Badminton Fee Manager**
 - **Role:** Front-End Android Developer
 - Developed the front-end of an Android application for badminton fee calculation with a clean, card-based UI.
 - Designed responsive XML layouts using Material Components, focusing on usability and visual hierarchy.
 - Implemented multi-activity navigation (Splash → Main → Players) using Intents.
 - Added localized Sinhala user feedback and basic input validation to improve the user confirmation experience.
 - Used SharedPreferences to persist frequently used values and enhance UX. Managed version control and incremental feature development using Git and GitHub.
 - **Tools & Technologies:** Java, Android Studio, XML, Material Components, SharedPreferences, Activities, Intents, Toast, Git, GitHub, Gradle.
 - **GitHub:** [Link](#)
- **Senjhon Gaming - Full-Stack MERN Mini-Games Web Platform**
 - Developed a dark, arcade-style browser-based gaming platform featuring 12 interactive mini-games (Snake, Tic-Tac-Toe, Minesweeper, Battleship, Flappy, Asteroids, etc.).
 - Implemented a single-page application (SPA) with multi-page navigation for individual games and dashboards.
 - Designed responsive and animated game cards and layouts for an engaging user experience.
 - Built a global settings system to control background audio, volume, and difficulty across all games.
 - Enabled user authentication so players can register, log in, and track game performance.
 - Stored per-game scores in a database and displayed top-10 leaderboards for each game.
 - Integrated a shared scoring mechanism to automatically submit results and update leaderboards after each game session.
 - **Tools & Technologies:** MongoDB, Express.js, React, Node.js (MERN Stack), Vite, Tailwind CSS, React Router, JWT Authentication, RESTful APIs, Git & GitHub.
 - **GitHub -** [Link](#)

EDUCATION QUALIFICATIONS

Sri Lanka Institute of Information Technology (SLIIT)

Undergraduate in Information Technology

2023 - Present

BSc. (Hons) Information Technology (SLIIT)

Specializing in Data Science

- Current GPA: 3.20

Bandaranayake College, Gampaha

2014 - 2022

- GCE A/L | 2022
 - Physical Science Stream - Chemistry (C) / Mathematics (C) / Physics (C) / General English (B)
Z score – 0.96
- GCE O/L | 2019
 - Mathematics (A) / Science (A) / English (A) / Commerce (A) / Sinhala (A) / Buddhism (A) / History (A) / Health Science (A) / Western Music (A)

Other courses

- | | |
|---|------|
| • First Certificate in English (FCE) - British Council | 2018 |
| • Centre for Open & Distance Learning (CODL) University of Moratuwa, Sri Lanka – Python for beginners | 2025 |
| • Cisco Networking Academy – Data Analytics Essentials | 2025 |
| • Cisco Networking Academy – Data Science Essentials with Python | 2025 |

EXTRACURRICULAR ACTIVITIES

School Level

- Multiple achievements in All-island Level Badminton Championships - Individual & Team
- Captained the School badminton team in Multiple age categories
- Received school color awards for national-level performances
- Project leader [Miniature Model of Bandaranaike International Airport] - X Ban 2018
- Member of the Western music singing group

University Level

- Represented the University in several Badminton Tournaments
- Champions in ICBT Smashdown’24
- Received University Colors for Badminton 2024
- Active member of the Badminton squad 2025
- Champions in APIIT Extravaganza 2025

NON-TECHNICAL SKILLS

- | | |
|----------------------|-------------------|
| • Organized | • Consistency |
| • Team work | • Self-learning |
| • Critical thinking | • Problem solving |
| • Eagerness to learn | • Leadership |
| • Communication | • Adoptability |

LANGUAGES

- English
- Sinhala

INTRESTS

- Badminton
- Latest Technologies
- Creative Thinking
- Strategic Planning

TECHNICAL SKILLS

- | | |
|---|---|
| <ul style="list-style-type: none">• Programming Languages<ul style="list-style-type: none">○ C○ C++○ PHP○ Java○ Python○ Kotlin• Database Languages<ul style="list-style-type: none">○ SQL | <ul style="list-style-type: none">• Web Technologies<ul style="list-style-type: none">○ HTML○ CSS○ JavaScript○ MERN Stack (MongoDB, Express.js, React, Node.js)○ Tailwind CSS |
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- Tools and Technologies
 - **IDEs:** Visual Studio Code, Eclipse, IntelliJ IDEA, Android Studio
 - **Database Tools:** XAMPP, MySQL Workbench, MongoDB
 - **Project Management:** Jira
 - **Version Control:** GitHub / Git
 - **Design Tools:** Figma / Canva / Android Studio
 - **Microsoft Office**
 - **Data visualization & BI dashboards:** Tableau
 - **Python Libraries:** Pandas/Matplotlib/NumPy
 - **Jupyter Notebook**

I hereby certify that information given above is true and accurate to the best of my knowledge.



Senuja Masinghe

15.12.2025

Non-Related Referees

1. Mr. Tharindu Wijayawickrema

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