

Dear Hiring Manager

I am a year 11 student of Bilton school highly proficient in web technologies such as Django and JavaScript and game development engines such as Unity and Godot. My achievements include having completed CS50X from Harvard University and held an executive position as the Vice President Education of the CIPM Gavel Club. I am motivated and hard-working individual who works comfortably with tight deadlines. I have previous experience leading and being part of teams and working towards common goals with multiple parallel developments. I am proficient in multiple disciplines including Web Development, Vector Illustration and Game Design. I believe my networking abilities and technological skills would be valued at this company and allow me to further develop my skills.

Yours sincerely

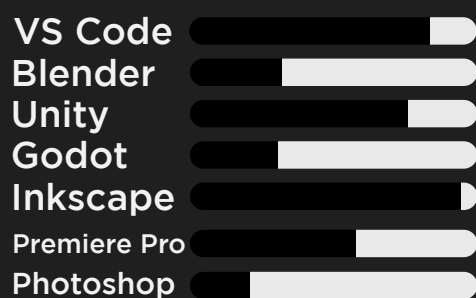
Shaven Wickramanayaka

SHAVEN WICKRAMANAYAKA

Web Developer



Software



Frameworks



Languages

HTML/CSS	English
Javascript	Sinhala
C#	
Python	
C	



Experience

- Vp-ED of the CIPM Gavel Club for the year 23/24
 - Managed member educational statuses and worked closely with the executive comitee to organise major events such as installations and workshops.
 - Managed a small team of 3 individuals to accomplish data collection and visualization for the club.
- Member of ByteForce at Idealize 2024
 - Solely responsible for the development of the backend and frontend of Learnova
 - The project was nominated for finalists by a distiguated panel of judges
- Competitor for Bigspark's Children Day Celebrations
 - Created a recycling based game which secured first place in the respective cateryory

Projects

- Learnova: Roadmaps on Steroids
 - An AI based web application that creates personalised skill development roadmap.
 - Built with a Django backend and static frontend featuring animations with KUTE.JS
- Bouncy Trash
 - Game where the player has to sort various items of trash based on whether it can be recycled or composted
 - Made with the Unity game engine utilising C# and assets made with Inkscape.
- Enemy Takedown Game
 - A game featuring projectile mechanics and obstacle placing mechanism with advancing enemies.
 - Made with Unity and Inkscape
- Weather Code
 - Weather app made with HTML,CSS and Javascript featuring the Open Weather API.
 - Uses REST to retrive weather and programming themed backgrounds.

Certifications

- CS50x: Introduction to the intellectual enterprises of computer science and the art of programming