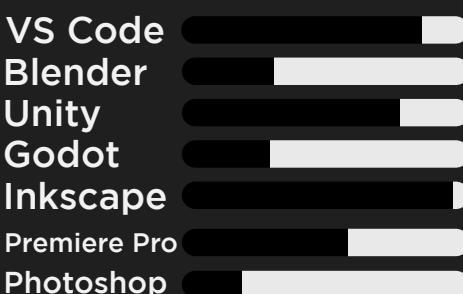


SHAVEN WICKRAMANAYAKA

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 committee 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 Learnov
 - The project was nominated for finalists by a distinguished panel of judges
- Competitor for Bigspark's Children Day Celebrations
 - Created a recycling based game which secured first place in the respective category

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.
- Generic Top Down Shooter
 - Top down shooter game featuring 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 retrieve weather and programming themed backgrounds.

Certifications

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