



SACHIN VIRAJ

SOFTWARE ENGINEER

CONTACT

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PROFILE

I am a dedicated, responsible, and hardworking individual with a goal of being a successful IT professional in the industry. I am a good team player, capable of achieving the assigned targets and with the ability to generate commercially valuable innovative ideas, who is also passionate about exploring and learning about emerging technologies.

TECHNICAL SKILLS

Programming Languages

- C#
- Java
- Python
- C

Web Development

- HTML
- CSS
- JavaScript
- TypeScript
- Bootstrap

EDUCATION

B.Sc (Hons) in Information Technology

University of Moratuwa-Faculty of Information Technology (2020-2024)

Current GPA-3.4 (Up to level 4 semester 1)

G.C.E Advanced Level-Physical Stream

Chemistry-A, Combaind Maths-A, Physics-B

St. Thomas College - Matara - 2018

Z-Score-1.6587

G.C.E Ordinary Level- 2014

Results-9A's

St. Thomas College - Matara

WORK EXPERIENCE

Software Engineer Intern - Agrithmics (pvt) Ltd.

Duration : Dec 2022-June 2023

I worked as trainee software Engineer at Agrithmics (Pvt) Ltd. This opportunity enhanced my problem solving skills and provided a solid foundation for my future career in software development. As a full-stack developer, I engaged with a ongoing project.

PROJECTS

INTERNSHIP PROJECT

AgriGenERP Enterprise Resource Planning System

Engaged in development AgriGenERP System which aimed to Tea Factory Process Automation. Contributed to CMS Module, Implemented web APIs and SQL procedures, Implement add/edit pages, Bulk handling using message queues, Generate PDF/Excel reports, bug fixes, Screen creation and modifications.

Technologies: ReactJS, .Net, C#, Material UI, RabbitMQ, Reddis, Azure Devops, MsSQL

ACADEMIC PROJECTS

Intelligent Candidate Ranking System using Data Analysis (Ongoing)

Level-4 Research Project | 2024

A Natural Language Processing based apporoach for Intelligent Candidate Ranking base on machine learning and data science techniques using candidate resumes.

Technologies: Python, ML, NLP, Data Science

Frameworks

- ReactJS
- .Net
- NodeJS

Database

- MySQL
- MsSQL
- MongoDB

Version Control

- Git

Applications

- Visual Studio Code
- Intelli J IDEA
- Visual Studio
- Atmel studio
- PyCharm

OTHER SKILLS

- Problem-solving Abilities
- Communication Skills
- Good Teamwork
- Creative Thinking
- Adaptability
- Quick Learning

INTERESTS

- Travelling
- Swimming
- Camping
- Volunteering
- Hiking
- Cricket

REFERENCE

DR. SAMINDA PREMARATNE

Senior Lecturer Grade I

Faculty of Information Technology

University of Moratuwa

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MR. SATHIRA JAYAWARDHANA

Software Architect

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LearnX (Ongoing)

LMS designed to effortlessly manage all key aspects of online education. From user-friendly course creation and interactive content delivery to seamless learner assessment and progress tracking.

Technologies: ReactTS , Tailwind , .NET , C#, MongoDB

Donor Management System

The Donor Management System is a web application with three user roles: Admin, Donor and Finder. Users can easily register and participate in organ donation or search processes, streamlining organ donation efforts and increasing user engagement.

Technologies: ReactJS, MUI, .Net, C#, MsSQL

Tank Water Level Measurement System

Level-4 IoT Project | 2023

Mini IoT project that able to send sensor reading from Arduino Nano to ESP32 through wireless communication and update real-time database.

Technologies: Arduino, Firebase, Wireless communication

Employee Management System with Communicational Chatbot

Level-11 Software Project | 2021

Web platform that facilitate employee management and communication for organization. The Chatbot provide communication feature for users. The system can manage employee leaves, generate their performance reports, check their working statuses,generate their salary sheet, project management and assigning and few co-functionalities. Contributed and developed features for project management.

Technologies: React JS, Node js, Express js , MySQL

Automated Garbage Recycling Machine

Level-1 Hardware Project | 2020

This is an automated garbage recycling machine which based on microcontroller (used Atmega 32A) and sensor technology with purpose of that machine to give a solution for the problem of urban waste disposal. I have implemented the motor controlling part using an AtMega32 Timer to contribute to this project.

Technologies: Embedded C, Microcontroller Atmega 32

OTHER EXPERIENCES

Achievements

- Participated Coding Competition “Hack Moral”-2020,
- Participated MoraXtream 5.0 2020

Volunteering

- Volunteered IEEE MERCon Conference- 2020,2021,2022
- Volunteered IEEE NFB Gaming Competition -2020