



# SACHIN VIRAJ

## SOFTWARE ENGINEER

### CONTACT

- ✉ sachinviraj48@gmail.com
- ☎ (+94) 77 5471007
- 📍 232 Deniyaya Road, Akuressa
- 🔄 <https://github.com/Sviraj>
- 🌐 <https://linkedin.com/in/sachinviraj/>
- 📖 <https://medium.com/sachinviraj48>
- 🌐 <https://hackerrank.com/sachinviraj48>
- 📺 <https://www.youtube.com/writers>

### 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

#### Web Development

- HTML
- CSS
- Javascript
- Bootstrap

## EDUCATION

### B.Sc.(Hons.) in Information Technology

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

GPA-3.3 (Up to level 3 semester I)

### G.C.E Advanced Level-Physical Stream

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

St. Thomas College - Matara - 2018

Z-Score-I.6587

### G.C.E Ordinary Level- 2014

Results-9A,s

St. Thomas College - Matara

## WORK EXPERIENCES

### Software Engineer Intern - Agrithmics (pvt) Ltd.

Duration : 6 months (2022.12.19 to 2023.06.19)

#### ERP System Development

Involved ERP System modules development used in Tea Factory Automation. Contributed to bulk handling and real-time trasaction handling.

**Technologies: ReactJS, .Net, RabbitMQ, Reddis, Azure**

## 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**

### Tank Water Level Measurement System

#### Level-4 IoT Project | 2023

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

**Technologies: Arduino, Firebase, NRf modules**

## Frameworks

- ReactJS
- NodeJS
- Spring Boot
- .NET
- Flutter

## Database

- MySQL
- MsSQL
- MongoDB

## Version Control

- Git

## Applications

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

## OTHER SKILLS

- Leadership Skills
- Communication Skills
- Good Teamwork
- Creative Thinking

## INTERESTS

- Travelling
- Swimming
- Music
- Volunteering
- Hiking

## REFERENCE

### DR. SAMINDA PREMARATNE

SENIOR LECTURER GRADE I

FACULTY OF INFORMATION TECHNOLOGY

UNIVERSITY OF MORATUWA

KATUBEDDA, SRI LANKA

EMAIL: SAMINDAP@UOM.LK

(+94) 71 4413362

### MR. PREMASIRI S.M.U.

LECTURER

FACULTY OF INFORMATION TECHNOLOGY

UNIVERSITY OF MORATUWA

KATUBEDDA, SRI LANKA

EMAIL: UPREMASIRI@UOM.LK

(+94) 77 406 8783

## Employee Management System with Communicational Chatbot

### Level-II Software Project | 2021

Web platform with mobile application 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.

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

### Automated Garbage Recycling Machine

#### Level-I 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**

### 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 , MongoDB**

### Human Resource Management System

This is a web application that manage Human Resources in a organization. This is a small scale project done by myself for completing Enterprise Application Development module.

**Technologies: HTML, CSS, JavaScript, SpringBoot, MySQL**

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## OTHER EXPERIENCES

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### 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