ANUSH THAMBIMUTHU

Software Engineer Intern

Profile

I am a motivated and passionate third-year IT undergraduate with strong teamwork and problem-solving skills. I am committed to continuous learning and applying emerging technologies to strengthen my technical expertise and professional growth. Currently, I am seeking a **Software Engineer Internship** to apply my skills and gain industry experience.

Education

University of Moratuwa

May 2023 – Present

B.Sc. (Hons) in Information Technology

Colombo, Sri Lanka

• CGPA: 3.32/4.00

Jaffna Vayavilan Central College

Jan 2008 – Aug 2021

G.C.E. Advanced Level (Physical Science Stream)

Jaffna, Sri Lanka

• Z-Score: 1.7865

• Combined Mathematics – A| Chemistry – B| Physics – B

Technical Skills

• Programming Languages: Java, C, Python, Dart, JavaScript

• Web Development: React.js, Next.js, Django, Spring Boot, Tailwind CSS

Mobile Development: FlutterDatabase: MySQL, PostgreSQL

• Cloud: Firebase, Microsoft Azure, Cloudinary

Tools & Platforms: Git, GitHub, VS Code, Postman

Projects

Money Manager – Managing finances and expenses (Individual)

In Progress

Technologies: React.js, vite, Spring Boot, MySQL, Tailwind CSS, JWT Authentication

| 🕜 GitHub |

- Built a fully functional Income Tracker application with category selection, emoji icons, and record management features
- Implemented input validation, category-based filtering, and confirmation modals for secure and user-friendly interactions
- Add real-time notifications and loading indicators to improve app responsiveness and user experience

Automobile Service Management System (Academic project)

In Progress

Technologies: React, MongoDB, MySQL, Node.js with Express.js, Spring Boot, Django, .NET, RabbitMQ

| 🕜 GitHub |

Developed a microservices-based system with modules for bookings, job assignment, parts inventory, billing, and live
in-shop tracking, including role-based dashboards (Admin, Manager, Technician) and a customer-facing front end

Contributions

• Implemented **data analytics** for Admin, Manager, and Technician dashboards, and developed OTP and email notification services

HABITRO - AI-Powered Habit Tracking Platform with Gamification (Academic project)

Dec 2024 - Jul 2025

Technologies: Flutter, Django, MySQL, REST Framework, Next.js, Firebase

| 🖸 GitHub |

Contributions

- Implemented a **secure authentication** system for the Flutter mobile app and Admin dashboard, integrating **token-based login**, **biometric sign-in** (Face/Fingerprint), and **social login** (Google/Facebook) using Firebase and Meta APIs
- Developed an interactive onboarding tutorial that introduces new users to key app features with restricted navigation to ensure full engagement
- Engineered a **gamified habit-tracking** experience enabling users to explore habits, track progress, and earn rewards (points, gems) upon completion
- Deployed a scalable cloud infrastructure on Microsoft Azure with integrated error monitoring and managed a MySQL database to ensure complete system data persistence

Product Hub - An application to manage electronic products (Individual)

Technologies: Spring Boot, Thymeleaf, MySQL

- Implemented full Create, Read, Update, and Delete functionality for product management with proper validation and error handling
- Built using Spring Boot's MVC pattern with separate layers for controllers, services, and data models, ensuring maintainable and extensible codebase

EduManage REST Service – A comprehensive student management system providing (Individual)

May 2025

Technologies: Spring Boot, MySQL

| 🕜 GitHub |

- Provides full CRUD (Create, Read, Update, Delete) operations for student records through RESTful endpoints, enabling
 efficient student data management
- Follows MVC pattern with proper separation of concerns using Controller, Entity, and Repository layers, making the codebase maintainable and scalable, Tested and validated APIs using Postman to ensure performance and reliability

EX Studios - Online Movie Ticket Booking Platform (Group Project)

May 2024 - Jul 2024

Technologies: HTML, CSS, JavaScript

| 🕜 GitHub |

- Built a responsive movie ticket booking interface with seat selection, schedule viewing, and booking features
- Focused on mobile responsiveness, user experience, and performance optimization
- Collaborated in a team to ensure consistency and usability across the platform

Automatic Jaggery Maker - Arduino-Based Smart Hardware Project (Group Project)

Sep 2023 - Mar 2024

Technologies: Arduino, Sensors (Ultrasonic, IR), C/C++, Breadboard Prototyping

- Developed a microcontroller-based system to automate the entire jaggery production process
- Designed the system to accept jaggery syrup as input and produce solid jaggery as output without manual intervention
- Improved production efficiency, consistency, and safety in traditional jaggery-making methods

Achievements & Certificates

 Introduction to DevOps – Coursera 	In Progress
 Foundations of Spring Boot & MVC Architecture – Coursera 	Sep 2025
Full-Stack React with Spring Boot – Coursera	Aug 2025
 Algo Xplore 1.0 Hackathon – NSBM Green University 	Jan 2025
 Code Rush Coding Competition – INTECS UOM 	Nov 2024

Extracurricular Activities

• AIESEC Member & Team Leader (oGV) – Colombo South

July 2023 – July 2025

• TLA Batch Coordinator

Aug 2023 – Aug 2024

• Cricket, Volleyball, Football and Carrom

Soft Skills

- Problem Solving
- Time Management
- Critical Thinking
- Teamwork
- Leadership
- Communication

Referees

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