Udan Pasindu Jayasekara

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317/A Kumarathunga Mawatha Matara , Sri Lanka

OBJECTIVE

Innovative and driven third-year IT undergraduate at SLIIT with a passion for building intelligent software solutions. Proficient in Java, and C++, with hands-on experience in full-stack development, mobile applications, and software testing. A problem-solver at heart, I thrive in dynamic environments, quickly adapting to new technologies to create impactful solutions. Seeking an internship to contribute my technical expertise, analytical mindset, and creativity to real-world projects while continuously expanding my skill set.

EDUCATION

- **Sri Lanka Institute of Information Technology** *2022 oct - present*
  Undergraduate Specialized in information technology Malabe, Sri Lanka
- **Rahula College** *2017*
  Ordinary Level Matara, Sri Lanka
  - Grade: A4, B2, 3C

- **Rahula College** *2020*
  Advanced Level Matara, Sri Lanka
  - Grade: 1B , 1C, 1S

SKILLS

- **Programming Languages:** Java, Kotlin, Python, R, C, C++
- **Web Technologies:** React JS, Node JS, JavaScript, TypeScript, Html, CSS, PHP
- **Database Systems:** MySQL, MongoDB
- **Concepts:** OOP, DSA
- **DevOps & Version Control:** IntelliJ IDEA, Visual Studio Code, GitHub, Figma, SQL, Android Studio
- **Specialized Area:** Full Stack Development, Mobile Application Development
- **Mathematical & Statistical Tools:** Excel
- **Research Skills:** Data Analysis, Algorithm Design
- **Languages:** English, Sinhala (Native)
- **Soft Skills: Effective** Communication, Time Management, Leadership, Management, Problem-Solving Critical Thinking, Team Collaboration, Adaptability & Flexibility, Creativity & Innovation, Interpersonal Skills, Decision Making

PROJECTS

- **Web site for Photographer (Individual)** (**https://web-site-for-photographer.vercel.app/**) [⌂]

Technologies: React TypeScript

- Developed a React TypeScript portfolio website for a photographer, showcasing recent works, albums, and integrating EmailJS for client communication.

- **SAHAN Grinding Mills - Spice Factory Management System (Group)**

Technologies: MERN Stack (MongoDB, Express.js, React.js, Node.js)

[⌂]

- Developed a management system for SAHAN Grinding Mills to streamline spice production, inventory tracking, and order processing. Features include an admin dashboard, sales reports, employee monitoring, and secure authentication.

- **Movie ticket Booking web Application (Group)**

Technologies: HTML, CSS, PHP, MySQL

[⌂]

- This web-based application facilitates movie ticket reservations by providing an interactive and user-friendly interface. Users can browse movie schedules, select seats, and complete payments securely online. Admins can manage theaters, update screening schedules, and analyze booking trends through a dedicated dashboard.

E- Channeling web Application (Group

Technologies: Java, CSS, PHP, MySQL

[O]

- This web application simplifies the process of booking medical consultations by offering a comprehensive e-channeling system. Patients can search for doctors based on specialty, location, and availability, then book appointments online. Features include automated appointment reminders, an integrated feedback system, and a secure patient history database. Admins can manage doctors, hospitals, and appointment schedules efficiently.

· Task Management Mobile Application – ToDo (Individual)

Technologies: Kotlin, Android Studio

[O]

- Designed and developed a productivity-enhancing task management application that helps users organize their daily activities. The app allows users to add, edit, categorize, and prioritize tasks. Advanced features include setting reminders, task completion tracking, and filtering tasks based on due dates or categories. The UI/UX design ensures an intuitive experience, and local database storage enables offline accessibility.

· Gaming Mobile Application –Dice Game (Individual)

Technologies: Kotlin, Android Studio

[O]

- Developed an interactive dice game that allows users to compete against a computer opponent in a five-round battle. The game logic includes customizable winning score settings (ranging from 50 to 300 points), a real-time score counter, and a turn-based system. The application was designed with an engaging UI and smooth animations for an immersive gaming experience.

· Marketplace Mobile Application –Mobile Seller (Individual)

Technologies: Kotlin, Android Studio

[O]

- Created a mobile commerce application that enables users to browse, compare, and purchase mobile phones from a vast catalog. The app features secure payment integration, personalized product recommendations, and an intuitive UI for effortless navigation. Users can create wish lists, track orders or new arrivals. The application also includes an admin panel for product and inventory management.

REFERENCES

1. **Mrs. Suriyaa Kumari**
   Senior Lecturer SLIIT
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2. **Mr. Sachin Ramesh**
   Senior Software Engineer -
   Internal Apps WSO2 Pvt Ltd
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