UPEKSHA AMANDI

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🐙 Upeksha Amandi

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SUMMARY

Motivated and ambitious Computer Science undergraduate at Plymouth University (BSc Hons), seeking a job opportunity to apply academic knowledge in real world projects. Passionate about innovation and problem solving, I thrive in dynamic team environments and am eager to contribute fresh ideas and technical expertise. Dedicated, driven, and enthusiastic about shaping the future of technology through continuous learning and hands-on experience.

TECHNICAL EXPOSURE

- **Frameworks & Libraries:** React JS, Node JS, Next JS, React Native, Flutter, CSS
- **Languages:** C, C#, Python, Dart, JavaScript, Java, PHP, R
- **Database & Cloud:** MySQL, MongoDB, Firebase Realtime Database / Firestore, Snowflake
- **Data Analytics & BI:** Power BI, AI/ML (Machine Learning concepts)
- **Other:** Git & GitHub, REST APIs, HTML
- **Tools & Platforms:** Visual Studio, Visual Studio Code, Android Studio, Figma, RStudio, MATLAB, Canva, Postman, Firebase Console
- **Soft Skills:** Time Management, Adaptability & Willingness to Learn, Decision-Making, Conflict Resolution, Emotional Intelligence, Leadership & Teamwork, Attention to Detail, Communication Skills & CollaborationCritical Thinking & Problem-Solving

PROJECTS

AI-Based Personalized Diet Planner For Office Workers
May 2025

Technologies: Flutter | Firebase | Python | Scikit-learn | Google Health Connect

Developed a cross-platform mobile application using Flutter and Firebase to provide personalized diet and wellness plans for office workers. Integrated AI with the K-Nearest Neighbors (KNN) algorithm to generate meal recommendations based on user health metrics (BMI, BMR, activity level). Implemented real-time activity tracking via Google Health Connect, and push notifications for posture, hydration, and meal reminders. Designed a scalable, user-friendly interface with secure Firebase Authentication and local storage using Hive.

HCI Interactive Furniture Selection Application 🐙
April 2025

Technologies: Java (Swing) | Figma | JavaScript | HTML | CSS

Developed an interactive software solution as part of the HCI, Computer Graphics & Visualisation module. Designed and implemented a user-friendly application using Java Swing with integrated computer graphics, following Agile (Scrum) methodology. Created low- and high-fidelity prototypes in Figma, guided by HCI principles and user feedback. Conducted comprehensive usability testing (formative and summative) to iteratively refine the interface and improve user experience. Collaborated closely in a multidisciplinary team to apply design heuristics and deliver a functional, visually appealing final product.

Library Management System (BookNest) 🐙
January 2025

Technologies: React.js | Node.js | Express.js | MongoDB

Developed a full-stack web application using React.js, Node.js, Express.js, and MongoDB to streamline library operations. The system enables book catalog management, user authentication (JWT), role-based access control (Admin, Librarian, Patron), and real-time notifications using WebSocket. Implemented AWS S3 for secure image storage and a CI/CD pipeline with GitHub Actions for automated deployment. Designed with scalability, security, and user experience in mind.

Productivity Monitoring System

2024

Technologies: React.js | Node.js | Python | MongoDB

Developed web application to track and analyze employee productivity. Monitored activities, provided reports, and ensured user privacy.

Campus Connect Accommodation Portal

2024

Technologies: React.js | CSS, Next.js | Node.js | MongoDB

Developed a web app for NSBM Green University to assist students in finding accommodations. Enabled property listings, reservations, and warden oversight through a user-friendly interface.

Smart Marine Aquarium Monitoring System

2024

Technologies: Arduino for hardware | Arduino IoT cloud

Developed aquarium monitoring system with sensors and a web/mobile app. Enabled remote management to ensure optimal conditions for marine fish well-being

EAT MORE Mobile App

Technologies: Flutter | Dart | Firebase

Developed "EAT MORE" mobile app for 24/7 food ordering. Enhanced user experience with a diverse menu, secure payments, and seamless functionality

EDUCATION

BSc (Hons) Computer Science

2022 – Present

University of Plymouth

- AI/ML | Big Data Analytics | Data Structures and Algorithms | Full-Stack Development (WEB|Mobile)

EXTRACURRICULAR ACTIVITIES

Badminton Player

2022 – 2023

Badminton Team - NSBM Green University

Executive Member

2022 – 2023

NSBM Buddhist Society - NSBM Green University

Volunteer

2022 – Present

FOSS Community - NSBM Green University

Volunteer

2022 – Present

IEEE Student Branch - NSBM Green University

REFERENCES

Mr. Gayan Perera (Lecturer)

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