HASHAN ANJANA

INFORMATION TECHNOLOGY UNDERGRADUATE

OBJECTIVES

I am a software engineering undergraduate seeking to find an opportunity to work in a challenging environment that will encourage me to improve and learn new skills. As well as I hope to transform my academic knowledge into real-world software solutions while increasing my career experience and providing my best to the organization I will work for.

PROJECT EXPERIENCE

- **Rank Vehicle Service**

A web-based system was developed by me with a real-world problem and a solution.

Technologies
- Java(JSP, Servlet), MySql, Javascript, jQuery, CSS, Bootstrap, Apache Tomcat 9.

Documentation
- Project Proposal: Outline the project scope, objectives, and deliverables.
- Entity-Relationship (ER) Diagram: Data model showcasing entity relationships.
- Object Diagram: Depiction of system objects and their interactions.
- Use Case Diagrams: Graphical representation of user interactions with the system.
- Sample Use Cases: Detailed scenarios of system usage from various user perspectives.

- **"Proton E&E" Electrical Shop Management System**

A web-based application was developed for undergraduate group projects with a real-world problem and a solution.

Technologies
- React js, Node js, Express.js, CSS, Material UI, Bootstrap, Mango DB, GIT.

Documentation
- Project Proposal: Outline of the project scope, objectives, and deliverables.
- Onion Diagram: Visualization of system architecture layers.
- Entity-Relationship (ER) Diagram: Data model showcasing entity relationships.
- Object Diagram: Depiction of system objects and their interactions.
- Use Case Diagrams: Graphical representation of user interactions with the system.
- Sample Use Cases: Detailed scenarios of system usage from various user perspectives.
- System Architecture: Comprehensive documentation of system design and flow.

Name In Full : Hewa Halpage Hashan Anjana

Date Of Birth: 2002 - 03 - 28

Gender: Male

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LANGUAGE SKILLS

- English: Advanced professional
- Sinhala: General professional
- Tamil: Ordinary reading & writing

⬩ Teacher

A mobile application class management system was developed by me.

Technologies

- ⬩ Kotlin, SQLite, Android Studio, GIT

⬩ Number Calculation Game

A mobile Application that I made to enhance the mathematical knowledge of children.

Technologies

- ⬩ Kotlin, SQLite, Android Studio, GIT

⬩ NOTE + App

The next generation mobile note app with new features than the normalnote app.

Technologies

- ⬩ Kotlin, SQLite, Android Studio, Git

TECHNICAL SKILLS

- Programming Languages - Java, PHP, Python, C, C++, .Net, Kotlin
- Web Technologies - Html5, CSS, Javascript, Bootstrap, Tailwind CSS
- Frameworks - React JS, Next JS, Express JS, Node JS
- Mobile Technologies - Native Android development(Java/Kotlin)
- Database - MySql, Firebase, MongoDB ,MS Sql
- IDEs - Android Studio, Eclipse, VS Code, Sublime Text
- Version Control - Git

EDUCATIONAL HISTORY

- **BSc (Hons) in Information Technology Specializing in Information Technology** Sri Lanka Institute of Information Technology

  Following Software Engineering Special Degree Program Offered By SLIIT.
  Current Year: 3 Year 1 Semester
  Cumulative GPA: 2.81

- **G.C.E. Advanced Level (2021)**

  St . Thomas collage - Matara
  Result :
     Com. Maths - S, Physics - C, Chemistry - B

OTHER QUALIFICATIONS

- Meta - Programming fundamentals in Kotlin
- Google - UX Design Process (level 2 completed)
- Google - Digital Marketing course completed
- NIFSC - All Island Innovation and Problem Solving Competition
- UOM - Python, Web Design courses completed
- Web Design and Mobile Development courses (. Net and Flutter)