



T. Anju Chamantha

Computer Science & Engineering Undergraduate

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Profile

I am a Computer Science & Engineering undergraduate with good skills, attitude, and passion for learning and willing to give my best into whatever I do. Have an interest in designing and developing mobile & web solutions and love to do robotics & IoT projects during my leisure time. Seeking a career opportunity in the field of Software Engineering.

Education

University of Moratuwa

SEPTEMBER 2017 – PRESENT

4th Year Undergraduate, B.Sc. (Computer Science & Engineering)

3.77 CGPA (6 semesters)

Dean's List – Semesters 1, 4, 5

ESOFT Metro Campus

Diploma in IT & Python Programming Course (2016)

Sri Sumangala College, Panadura

2008 - 2016

GCE A/L (2016) Physical Sciences stream - 2A's (Mathematics, Physics), 1B (Chemistry)

1.9898 Z-Score

GCE O/L (2013) - 8A's, 1B (English Literature)

Work Experience

WSO2 – Software Engineering Intern at WSO2 Open Banking Team

OCTOBER 2020 – MARCH 2021

My internship project was to develop a mock banking mobile application to authenticate users, grant their consent using biometric authentication, and push notifications with CIBA (Client Initiated Back Channel Authentication) protocol. In addition, I developed a new custom local authenticator for WSO2-IS to send push notifications to the user's registered mobile device. Tech Stack : Flutter, Java, Spring

HexcodeLabs – Head of Software Development

SEPTEMBER 2020 – DECEMBER 2021

HexcodeLabs (hexcodelabs.lk) is a tech startup focused on developing solutions for client needs such as mobile and web apps, machine learning and IoT projects etc. Glad to be the Head of the Software Development team where I planned and managed software projects with both developers and clients. I have successfully managed and completed 4+ projects providing architectural guidance and leadership. (Projects: Perks, Beacon, FitnessApp, TimeBuddy etc.)

Courses & Certificates

Google Cloud Platform Core Infrastructure	Coursera Google Cloud	MAY 2020
RESTful API with HTTP and JavaScript	Coursera Guided Project	JULY 2020
Introduction to Self-Driving Cars	Coursera University of Toronto	JUNE 2020
Front-End Frameworks: Bootstrap4	Coursera Hong Kong University	JULY 2020
Python Data Visualization	Coursera Rice University	MAY 2020
Networking Essentials	Cisco	MARCH 2020
Introduction to packet tracer	Cisco	OCT 2019

Skills & Interests

Technical Fields

Backend Development, Mobile Development, Web Development, IoT

Programming Languages

Python, Java, JavaScript, Dart, C++

Frameworks & Tools

Flutter, Django, Flask, Angular, Arduino

Databases

MySQL, PostgreSQL, Firebase

Projects

Final Year Research Project

Python | ML | Pandas | Numpy

APR 2021 - ONGOING

My Final Year Research Project is a group project of two students, which falls under the domain of HCI. The research area is to use Smartphone Sensing and Machine Learning for Human Eating Behavior Recognition. By the end of November 2021, we have two research papers submitted for review at ACM-Ubicomp.

MediLab – Medical Lab. Management system

Django | PostgreSQL | HTML | CSS

OCT - DEC 2020

This is a web-based system developed for a network of medical laboratories in Sri Lanka, to manage branches, patients, lab-officers and lab reports replacing the old manual system. Lab officers can generate and print medical reports directly through the system, while registered patients can also view their lab reports via the website.

Perks – Appointment Scheduling System

Flutter | Firebase

JAN 2021 - DEC 2021

Perks is a project I managed when I was in HexcodeLabs which was developed to a Sri Lankan client company. It is a platform where customers can schedule appointments for different services published by different merchants. This project is currently in the initial marketing stage to Sri Lankan saloon owners.

Cellyzer – Call Details Records Analyzing Library

Python | Dash | Numpy | HTML | CSS

FEB - JUNE 2020

Cellyzer is a python library to analyze CDR (Call Detail Records) data and visualize them using the Cellyzer GUI. It can handle call, message and cell (antenna) records. This library helps to get interesting information such as connections between users, population and traffic details etc. using call detail records.

Covid19 Bubble Detector App

Flutter | Firebase

OCT 2021 - ONGOING

This is a mobile application to replace the current QR code based or manual book writing process when entering into a shop in the current pandemic. Customers who are registered to this system can just enter the shop and their presence is marked wirelessly. If a Covid19 patient is identified, system finds necessary clusters and notify others accordingly.

Micromouse Robot – Flood fill Algorithm

C++ | Arduino | STM32

AUG 2019

A small Micromouse robot developed for the SLIIT Robofest competition. I developed the robot-controlling algorithm, which is to drive the robot to reach the goal through a maze with the smallest possible time. Optimized to run in the small memory in STM32.

Neommerce – E Commerce Web App

NodeJS | PostgreSQL | HTML | CSS

NOV - DEC 2019

Single vendor e-commerce web application, which allows customers to buy products and generates statistic reports for the store-administration.

Awards & Achievements

HackX Startup Challenge – Mobile App (2019) - University of Kelaniya	Winners
IESL Robo Games - Walking 4-legged Robot (2018) - IESL & University of Moratuwa	Winners
XO-Bot Robotic Competition (2019) – IESL & University of Jaffna	Runners Up
RealHack 2.0 Hackathon (2019) - University of Kelaniya	Runners Up
IESL Idea Challenge - Dengue Prevention App (2018) – IESL & University of Moratuwa	Runners Up
Stay Home Coding Challenge by (2020) - optimizesolutions.lk	Runners Up
Physics Olympiad, Sri Lanka (2016) – Institute of Physics Sri Lanka	Bronze Medal
Mathematics Olympiad (2012) – SLOM Foundation	Zonal 1 st place
Mathematics Quiz Competition (2011)	Zonal 1 st place
Best Student of the Year Awards (Both 2015 & 2016) - Sri Sumangala College, Panadura	

Extra-Curricular Activities

Batch Representative - CSE17 batch (2020 - 2021)
MoraSprit – Former Sports Photographer (2018 -2019)
Volunteering – Teaching O/L Maths in rural areas (2017)
Organizing Committee Member – IESL RoboGames (2019)
Event Organizing – Decrypt (2019), CSE Night (2019)

Non-Related Referees

Prof. Indika Perera
(indika@cse.mrt.ac.lk)
Head of Department - Computer Science & Engineering,
Faculty of Engineering, University of Moratuwa

Lalaji Sureshika
(lalaji@wso2.com)
Software Architect,
WSO2