



Anushka Rodrigo

PROFILE

I am a positive-minded and motivated individual with a strong desire to succeed in everything I do. I work well both independently and in team settings, bringing a proactive and collaborative approach to every task. I have a strong interest in the Data Science field and am actively exploring its technologies, with a particular focus on data analytics and data science. I am eager to apply my skills and grow professionally while contributing to this dynamic and fast-evolving domain.

PROJECTS

Online vs. Physical Learning: A Study of Student Performance

Conducted a research project on statistical distributions and inferences comparing online vs. physical learning in the Data Structures & Algorithms module at the University of Sri Jayewardenepura. Collected and analyzed survey data (81 students) using descriptive statistics and a pooled t-test in R. Findings showed higher engagement and performance in physical classrooms, while online learning offered flexibility but faced connectivity challenges. Recommended a blended learning model. Strengthened skills in R programming, statistical inference, and research communication through this project.

Cost analysis case study on buying a vehicle

In this case study, my team and I conducted a detailed analysis of 8 vehicles for a fictional persona, comparing maintenance, operational, and service costs, as well as depreciation over the years. The goal was to recommend the most cost-effective vehicle based on total ownership costs for the intended years of use. Technologies tools utilized include Excel (for data analysis), C++ (for application development), PowerPoint (for presentation).

Car cost analyzer 2.0

Built the 2.0 version of a vehicle cost analysis tool that I previously developed using C++. This time using HTML, CSS, and JavaScript. This tool allows users to compare the total ownership costs of a vehicle over a set period. My main goal of this project is to enhance my web development skills, specially JavaScript and apply it in a practical scenario while enhancing my previous application in a more user friendly way.

Game development projects – Snake, Tic Tac Toe, Ping Pong

Developed a series of interactive games in Java using the Swing framework to strengthen my object-oriented programming, GUI development, and event handling skills. Projects include a classic Snake Game with real-time collision detection and randomized apple generation, a 2-player Tic Tac Toe game with win detection and dynamic UI feedback, and a 2-player Pong Game featuring responsive paddle controls, collision physics, and real-time score tracking. Each game features a clean, intuitive interface and demonstrates efficient use of Java components such as KeyListener, Timer, and Graphics for rendering, input handling, and game loop logic. These projects reflect my ability to design engaging user experiences while applying core Java concepts in practical, functional applications.

Ultrix Shoe Palace

Developed Ultrix Shoe Palace, a fully responsive e-commerce website using HTML and CSS, showcasing modern footwear trends and intuitive user interfaces. This project demonstrates my front-end development skills and creativity in crafting engaging digital experiences. Collaborative feedback from a peer enhanced code quality and user experience, reinforcing my problem-solving and teamwork abilities in a real-world development context.

CONTACT

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📍 Aruppola, Kandy

EDUCATION

- **B.comp (Hons.) in Computer Science – University of Sri Jayewardenepura, Sri Lanka (Reading)**

GPA: 3.73

- **G.C.E. Advane Level Examination 2022 Wesley College**

Combined Mathematics – B
Physics – B
Information & Communication
Technology – B
Z-score: 1.5914

SKILL

- Python
- R
- C
- C++
- Java
- JavaScript
- MySQL
- Leadership
- Problem-Solving
- Project Management
- Public Speaking
- Analytical Skills
- Attention to detail
- Time management

AWARDS

- Zain Vilcassim memorial prize for the best University entrant in ICT