

SAHAYANATHAN GEORGE DILEN



BSc Hons. Computer Engineering undergraduate



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ABOUT ME

Third year computer Engineering Undergraduate who finds his self in a real world ruled by progress and productivity. Passionate and innovative Full-Stack Developer with a creative mindset and a strong inclination towards problem-solving. Equipped with a comprehensive skill set spanning both front-end and back-end development, With a proactive and energetic approach, I am dedicated to delivering high-quality products that exceed expectations.



PROJECTS

Web application and Mobile Application-Cycle sharing System [↗](#)

Dec 2023 - May 2024

Technology : [react.js](#), [react native](#), [spring boot](#), [MySQL](#)., [Monolithic](#)

I architected a comprehensive cycle sharing ecosystem comprising web and mobile applications, utilizing React, React Native, Spring Boot, MySQL, and MongoDB within a Microservice Architecture. The system offers real-time tracking for seamless bike rental, empowering users with swift QR code-based access. My involvement spanned the entire development spectrum, ensuring a cohesive and user-centric solution for urban mobility needs.

Mobile Application [↗](#)

Oct 2023 - Jan 2024

Technology : [flutter](#), [firebase](#).

I have developed a comprehensive mobile application focused on job portal functionality, covering UI design, full-stack development, user management, and CRUD operations. Leveraging Flutter for frontend development and Firebase for backend support, I crafted an intuitive user interface while ensuring seamless functionality.

Web Application-Online medicine purchase [↗](#)

May 2023 - Aug 2023

Technology : [react.js](#), [spring boot](#), [MySQL](#).

I led the development of an online medicine purchase web application, where I implemented role-based authentication and CRUD operations. Utilizing React for the frontend, Spring Boot for the backend, and MySQL for database management, I ensured a seamless user experience and efficient data handling. My responsibilities encompassed designing and implementing authentication systems based on user roles, as well as creating, reading, updating, and deleting functionalities for managing medicine inventory and orders.

Database

Jan 2023 - May 2023

Developed a MySQL database for a digital wallet application through Requirement Analysis, Conceptual Design, and Implementation. Using Visual Paradigm, I created ER and class diagrams to form a robust database structure, normalized to 2nd Normal Form (2NF) for efficient data organization. Ensured smooth transaction handling for data retrieval, modification, and gap handling.

Data Structure [↗](#)

Nov 2022 - Feb 2023

Technology : [c++](#), [queues](#), [double linked lists](#).

Implemented a Canteen Management System using queues and double linked lists, optimizing order processing and inventory management

Machine Learning [↗](#)

Oct 2023 - Jan 2024

I've acquired expertise in machine learning through hands-on experience in movie rating prediction. Utilizing KNN and Decision Tree algorithms, I conducted thorough data pre-processing and algorithm implementation. Through meticulous model tuning, I achieved a commendable accuracy score of 0.67 on a Kaggle dataset.

WPF (.net application) [↗](#)

Dec 2022 - Apr 2023

Technology : [c#](#), [MVVM Architecture](#).

I designed and developed a WPF (.NET) application following the MVVM architecture, integrating CRUD operations, unit testing, and SQLite database management. The application serves as a Point of Sale (POS) system with distinct user privileges (admin and user). Users can select products, adjust quantities, and preview payment details, while administrators can manage stocks efficiently by adding or reducing inventory through sales transactions.

WPF (.net application)

Dec 2022 - Apr 2023

It is a robust Student Management System using WPF (.NET application) following the MVVM architecture, incorporating CRUD operations. This system empowers students to register and create profiles, including image uploads, while offering the flexibility to edit their information seamlessly. Additionally, students can enrich their profiles by adding GPA details, enhancing the platform's utility in storing comprehensive student information.

Networking project

Jan 2024 - May 2023

I led the development of a File Transfer System aimed at facilitating efficient file sharing across multiple devices. Utilizing TCP socket technology, the system prioritized reliability and data integrity. My role involved designing and implementing a scalable solution that emphasized user-friendly operation while maintaining robust security measures.

EDUCATION

School

Sithi Vinayagar Hindu College Mannar
Jan 2012 - 2018 Aug

- Ordinary Level - 6A 2B C
- Advanced Level - 2A B

Higher Education

UNIVERSITY OF RUHUNA

2021-2025

- Bachelor of the Science of Engineering Honours (Computer Engineering)

2021-2023

- Followed Soft skill development

INTERESTED IN

- Networking
- Web Development
- Cyber Security
- Coding
- Solving Problems
- Sports
- Designing

NON RELATED REFERENCES

Dr. Rajitha Udawalpola

PhD (Uppsala, Sweden), BSc Eng.(Hons) (Peradeniya)

Head, Senior Lecturer.

Electrical and Information Engineering,
Faculty of Engineering,
University of Ruhuna.

Dr. Kushan Sudheera

PhD (NTU, Singapore), BSc Eng. (Hons)(Ruhuna), MIEEE, AMIE (SL).

Senior Lecturer.

Electrical and Information Engineering,
Faculty of Engineering,
University of Ruhuna.

SKILLS

Programming Languages

Java, c, c++, Python, c#

Frontend Development

React JS, React Native, Javascript, HTML, CSS

Backend Development

Spring Framework, Firebase

Mobile App Development

React Native, Flutter

Data management

MYSQL, MongoDB

Machine Learning

Scikit-learn, pandas, numpy,
(prediction with the aid of some algorithm)

IDE

Visual Studio Code, MS Visual Studio,
IntelliJ, Android Studio

Vision Control

Git

UI design, prototype UX research

Design patterns, Data structures and algorithms,
UML MATLAB, Proteus, Auto cad

Non technical Ability

Team Work, Problem Solving, Critical thinking
Communication, Soft skills

ACHIVEMENTS AND AWARDS

- HaXtreme 2.0 cording competition
1st runners up (2024)
- MORA UXplore 1.0, all-island UI/UX design
competition
14th place. (2023)
- Maths quiz competition district level 2nd
place (2010, 2012) .
- District football meet 1st runners up (2017).
- All island inter university football
competition. Enter to quarter finals(2023)
- Participating SLUG (2023).
- Inter faculty football champions.(2023)
- Intra faculty football champions. (2023,
2024)
- Intra faculty hockey Champions(2024) 1st
runners up(2023)
- Intra faculty volleyball champions(2024)