DULAKSHI SAVINDHYA

Undergraduate in Software Engineering

CONTACT

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- https://github.com/dulakshi2002
- Dulakshi Savindya

EDUCATION

SRI LANKA INSTITUTE OF INFROMATION TECHNOLOGY(SLIIT)
(2022 - 2026)

- Studies at BSC(HONS) Software Engineering (Undergraduate)
- Following AI/ML Engineer Course - Stage 1
- Current GPA - 2.8

UNIVERSITY OF MORATUWA
(2024 - present)

- following Trainee-Full Stack Developer course

HOLLY FAMILY BALIKA - KURUNEGALA
(G.C.E. Advanced Level-2021)

- Physics - S
- Combined Maths - B
- Chemistry- C

VIJAYABA NATIONAL COLLEGE - MAHO
(G.C.E. Ordinary Level-2018)

- A9

PROFILE

I never gave up before achieving whatever I set on my mind. Participated many extracurricular activities and held leadership positions in many times. Study Information Technology and continue in that field. Listen to the opinions of others and respect them. Communication, Team work and Creativity are key points that belong to me. Ability to work efficiently. Work with dedication where I work.

ACADEMIC PROJECTS

Health First (2024)
Pharmacy Management System

- Developed a comprehensive Pharmacy Management System designed to streamline pharmacy operations. The web application, built using the MERN stack (MongoDB, Express.js, React, Node.js), enables efficient inventory management, order processing, supplier management, and customer management. Designed intuitive interfaces with a focus on user-friendliness and implemented secure authentication alongside real-time data updates to enhance operational efficiency.

Solar connect (2024)
Solar Panel Installation Mobile App

- Created a Solar Panel Installation Management App to simplify and optimize the solar installation process. The mobile application, built with React Native, offers robust features such as order tracking, client management, a solar savings calculator, a carbon offset calculator, and a local incentive finder. These tools allow users to track installation progress, calculate environmental impact, and locate region-specific incentives, contributing to streamlined service and greater user engagement.

EduCode (2024)
Adaptive Multi-Language Coding Platform for Beginners

- Developed an interactive, web-based coding platform tailored for beginners, using the MERN stack. EduCode supports cloud-based IDE integration, multi-language programming tutorials, and gamified learning paths, encouraging collaborative and adaptive learning experiences. The platform's features include a dynamic course catalog, user authentication, and administrative tools for course management, aiming to provide an engaging and accessible introduction to programming in multiple languages.

EXTRA-CURRICULAR ACTIVITES

- 2016-2018

Member of School Prefect Board

- 2015-2018

Member of School Western Band

- 2020-2021

Member of School Science Society

SOFT SKILLS

- Collaboration Skills
- Creativity
- Negotiation
- Leadership
- Problem-solving skills
- Critical Thinking

OTHER SKILLS

- GitHub
- Microsoft Office
- Canva
- API
- Ubuntu
- Xampp
- Tom Cat Apache Server
- Draw.io
- Figma

MediZen(2024)
Hospital Management System

- Engineered a comprehensive Hospital Management System to improve connectivity between hospitals and patients. This web application, developed using the MERN stack, includes features like real-time chat with hospital staff, clinical patient management, and efficient handling of patient records. Designed to streamline hospital workflows, the system enhances patient experience by facilitating communication and efficient record-keeping.

Task App(2024) - Gym management
Mobile Application Development

- Created a Task Management Mobile Application aimed at enhancing productivity for users. The app, built with Kotlin and Android Studio, features a clean and intuitive interface for adding, updating, deleting, and categorizing tasks. Data is stored locally using SQLite, providing quick access and offline functionality.

Simple Mobile Game(2024)
Mobile Application Development

- Designed and implemented a Simple Mobile Game using Kotlin and Android Studio. The game focuses on engaging users with interactive game play ,incorporating scoring mechanisms, progressive difficulty levels, and vibrant graphics. The project emphasized user engagement and experience, providing an entertaining platform for users to test their skills and compete for high scores.

Online Event Management System (2023)
Web Application Development

- Developed an Online Event Management System to facilitate seamless event planning and coordination. This web-based application, created using Java, HTML, CSS, JSP Servlet, and SQL, allows organizers to schedule events, manage attendee registrations, and provide real-time updates. The system includes features such as event calendars, and participant management, hosted on an Apache Tomcat server.

TECHNICAL SKILLS

Web Development

- HTML/CSS
- PHP
- Java
- JavaScript
- React JS
- Node JS
- Express JS
- XML
- Tailwind CSS

SKILLS SUMMARY

Design Process	85%
Project Management	75%
Data Visualization	60%
Machine Learning	30%

LANGUAGES

- Sinhala - Native
- English - Reading, Writing, Speaking

REFERENCES

- **Mrs. Karthiga Rajendran**
    (year 4 Coordinator/ Software Engineering)
    Lecturer
    Department of Software Engineering
    Faculty of Computing
    Sri Lanka Institute of Information Technology
    Contact: 0117543999
    Email: karthiga.r@sliit.lk

- **Mr.W.H.A. Eishan Dinuka**
    Assistant Lecturer
    Department of Software Engineering
    Faculty of Computing
    Sri Lanka Institute of Information Technology
    Contact: 0702281572
    Email: eishan.w@sliit.lk

Mobile App Development

- Kotlin
- React-native

Programming

- Java
- Python
- C/C++

Database

- SQL
- MongoDB
- MQSQL
- Workbench
- PHP
- Appwrite

IDE'S

- Eclipse
- IntelliJ
- Visual Studio
- VS Code
- Dev C++
- Postman