

MADHAVI SENARATHNA

Intern Software Engineer



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MadhaviSenarathna MadhaviSenarathna Medium Portfolio

PROFILE

I am a multidisciplinary Software Engineering undergraduate driven by creative problem-solving and a passion for user-focused systems. I leverage my design thinking and quick learning ability, exemplified by leading successful hackathon initiatives. I thrive in team environments, delivering innovative solutions to real-world challenges.

EDUCATION

BSc (Hons) in Software Engineering	Aug 2022 - Present
Sabaragamuwa University of Sri Lanka BelihulOya, Sri Lanka	
Cumulative GPA : 3.48	
Certification Course in English(External)	March 2020 - Sep 2020
University of Sri Jayewardenepura Gangodawila, Nugegoda, Sri Lanka	
GCE Advanced Level	Aug 2018 - Aug 2020
Rajasingha Central College Hanwella, Sri Lanka	

SKILLS

Technical Skills

- Programming Languages** : Java, JavaScript, TypeScript, C#, C
- Frameworks and Libraries** : React.js, Tailwind CSS, HTML, React Router, Node.js, Express.js
- Tools and Technologies** : Git, GitHub, Visual Studio Code, Visual Studio, Figma (for design thinking/prototyping), Postman (for API testing), Unity (2020 LTS or newer)
- Databases** : MySQL, PostgreSQL, Prisma (ORM for database interaction)
- Familiar with Object-Oriented Programming (OOP) principles, and SDLC.

Soft Skills






- Effective Communication
- Adaptability
- Analytical Thinking
- Multitasking & Time Management
- Learning Agility
- Team Collaboration

PROJECTS





- Short Expiry Drugs Management System(Individual) | Ongoing**

Key Technologies : React, React Router, React-Bootstrap / Tailwind, JavaScript, Node.js, Express.js, PostgreSQL, Prisma, Postman

Implemented a full-stack inventory management system for Avissawella DGH indoor pharmacy, leading both frontend and backend development to streamline drug stock tracking, order management, and short-expiry drug monitoring.

- **MeowShot - A Physics-Based Slingshot Game(Individual) | 2024** 
Key Technologies: Unity, C#
Responsible for the end-to-end design and development of the game, including gameplay mechanics, physics integration, UI/UX design, and frontend interface.
- **PhysicsQuest - A Physics Learning Game(Group) | 2024** 
Key Technologies: Unity, C#
Contributed to a mobile physics simulation game by integrating my own physics-based minigame as a module and assisting in designing the main project's UI to enhance the overall user experience and educational value.
- **Sports Management System for Sport Centre(Group) | 2024** 
Key Technologies: JavaScript , HTML, Tailwind CSS, React.js
Built the responsive and interactive UI for a unified platform managing campus sports activities, contributing to the frontend development to enhance user experience and centralize access to sports activity information.
- **Alvy - Python based chat app(Individual) | 2025** 
Key Technologies: Python, HTML, Tailwind CSS
Engineered a Python-based real-time chat application using Flask and WebSockets, focusing on message handling, user sessions, and a user-friendly frontend for smooth multi-user communication.
- **Patient Record-Keeping System for Apeksha Hospital(Group) | Ongoing** 
Key Technologies: JavaScript, React.js, Tailwind CSS, HTML
Developed both frontend and backend for Apeksha Hospital's Patient Record System, focusing on responsive UI and efficient data management to improve patient record accessibility.

ACHIEVEMENTS

2nd Place - Best Category, Tech Narrator 2024, IEEE Techverse Sri Lanka 	2024
Finalists : IEEE INSL 2024 - Selected as one of the Top 10 teams in the Idea Stage category 	2024
Innovate with Ballerina Participant, IEEE Student Branch, University of Moratuwa & WSO2 	2024
Semi Finalists : MoraUXplore 2.0, IEEE Student Branch, University of Moratuwa 	2024

EXTRACURRICULAR ACTIVITIES

Secretary Team Leader - CareerForge Phase 02 IEEE Student Branch of SUSL	2025
Secretary Team Leader - VisionX 1.0 IEEE WIE Student Branch Affinity Group of SUSL	2025
Executive Committee Member of Faculty of Computing (2025) IEEE Student Branch of SUSL	2025
Project Chairperson - Aurelia 1.0 IEEE WIE Student Branch Affinity Group of SUSL	2024

REFERENCES

Professor (Dr.) S. Vasanthapriyan, Ph.D. SMIEEE Dean, Faculty of Computing. Professor in Computer Science, Sabaragamuwa University of Sri Lanka, P.O. Box 02, Belihuloya, Sri Lanka. Email: priyan@foc.sab.ac.lk Mobile: +94 71 785 1500	Mr. Harshana Abeysinghe, Software Engineer (Game) Backbird FZ-LLC, Dubai, UAE. Email: hello@itsmeharsha.com Mobile: +94 70 100 3006
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