Sanaya **Samadhi**

Software Engineer

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About Me

I am a positive, hardworking, and selfless individual who strives to develop my personality through exploration and gaining more experience in the workplace. I am committed to improving my abilities and skills in my job. I excel at working collaboratively with others to achieve objectives efficiently and with excellence. I am eager to learn, enjoy overcoming challenges, and am dedicated to making a meaningful contribution to the development of the company.

Work Experience

Associate Software Engineer April 2024 - April 2025

Codegen International

- Identified and resolved critical bugs in the Java–Angular-based Travel Box application, significantly improving system performance and responsiveness.
- Addressed functional gaps in the platform, leading to enhanced user experience and better system reliability.
- Contributed to faster development cycles and reduced downtime by implementing optimized solutions and performance enhancements.

Trainee Software Engineer October 2023 - April 2024

Codegen International

- Developed a full-featured Flutter mobile application from the ground up, delivering a seamless and responsive user interface across both Android and iOS platforms.
- Engineered robust backend services using Java and Python, enabling real-time data handling, secure user authentication, and efficient API integration.
- Ensured smooth end-to-end functionality by bridging mobile front-end components with scalable backend logic, enhancing app reliability and user satisfaction.

Contact

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https://github.com/it21302862

https://www.linkedin.com/in/sanaya-samadhi

https://sanaya-samadhi-portfolio.vercel.app/

Interpersonal skills

Teamwork
Active Listing
Responsibility
Motivation
Hard worker
Self-Motivation

Education

Bachelor's Degree in Software Engineering (Undergraduate)

Institution: SLIIT, Malabe

Duration: July 2021 - July 2025 (Expected Completion - waiting for the convacation)

Following my degree, I have gained knowledge in various areas such as software development, security, networking, and software testing. As part of my degree, I have also completed deep learning and image preprocessing under model training for my elective subjects.
(current GPA - 3.42)

GCE O/L Examination

Mahinda Rajapaksha College,Homagama

Duration: Jan 2011-Dec 2017

I achieved A8 B1 in my GCE O/L examination and was selected for Olympiad Math competitions with high marks in Mathematics.

GCE A/L Examination

Taxila Central College, Horana

Duration: Jan 2018-Dec 2020

I successfully completed my GCE A/L examination in Physical/Math stream on my first attempt with results of CCS.

Technical Skills

Programming Languages

Java, JavaScript, Typescript,

Python, Node

Web Technologies

HTML, CSS, JSON

Frameworks and Libraries

Spring boot, React, Flutter,

Angular

Data Bases

SQL,NO SQL

Certifications& Achievements

Python Programming
University of Moratuwa

Hackathon Codefest-2023: Harmonizing Intelligence and Innovation (Merit Award)
Faculty of Computing, SLIIT, 2023

AI/ML Engineer
Faculty of Computing, SLIIT

Dean List Certifications
Faculty of Computing, SLIIT

Extra curricular activities

Currently Member of SLIIT "Rotaract Club"

Currently Member of SLIIT "LeoClub"

Member of Carol Singing Team

Batch Representative

References

Mr.Nelum Chathuranga Amarasena

Lecturer, SLIIT Malabe Campus

Phone: 0719096100

Email : Nelum.a@sliit.lk

Sample Projects

Web applications In my industrial and academic experiences, I have mostly worked with programming languages like Java, Python, JavaScript, SQL and also some frameworks like React, Angular, Spring boot and also developed some Deep learning applications.

Nasa Web Application

Developed a dynamic and visually engaging frontend web application that allows users to explore and interact with NASA's vast collection of astronomy pictures. The application leverages APIs to retrieve real-time data from NASA, displaying high-quality images alongside detailed descriptions. Implemented responsive design principles to ensure a seamless experience across devices.

Technologies used include Node js, React, and API integration to enhance user engagement and provide an intuitive interface for users to explore the wonders of space.

https://github.com/it21302862/AF-Nasa-Deploy

Plant Disease Classification using CNNs

Developed a CNN model for classifying plant diseases using the Plant Village dataset (Potato images) from Kaggle. The project involved the implementation and comparison of four distinct Convolutional Neural Network (CNN) architectures to classify various plant diseases from leaf images. This supervised learning task aimed at accurate detection and classification of potato plant diseases.

Technologies used: Python, TensorFlow, Keras, React(web framework), Kaggle Dataset

https://github.com/IT21251900/DL-Project

Tea Factory Management System

This system can manage the tea production process, manage the company inventory, manage the company staff, manage company vehicles, manage company machines, manage salaries, manage crop collection process, manage distribution and sales. A tea factory management system can help tea factory owners to reduce costs and increase efficiency, as well as to maintain quality standards and ensure timely delivery of products to customers.

Technologies used: React, JavaScript, Node.js, MongoDB

https://github.com/SLIITITP/y2_s2_wd_it_01-itp_we_b01_g04

AI-Driven Adaptive Learner-Centric Learning Management System

Final research project focuses on developing an AI-powered, adaptive learning management system designed to enhance student engagement and personalized learning experiences. The system integrates four key components: an Adaptive LMS, mind map generation, personalized study techniques, and an AI document assistant. By leveraging advanced technologies such as Large Language Models (LLMs) and microservices architecture, the project aims to create a dynamic, learner-centric platform that tailors educational content in real-time based on individual student needs.(mindmaps). The system also incorporates interactive tools like personalized study paths, dynamic quizzes, real-time feedback, and integrated time management techniques to optimize learning efficiency.

Technologies used: Open AI, Large Language Models (LLMs), React, Microservices Architecture, Web Development, Algorithms, Prompt engineering

https://github.com/IT21251900/LMS-research