JANITH HATHNAGODA

SOFTWARE ENGINEERING INTERN

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MY SKILLS

Programming Languages

- Java
- Python
- C

Frameworks

- HTML
- CSS
- Javascript
- Flutter
- React js
- Node.js

Database

- MySQL
- Mongo DB

Version Controlling

- Git

Other

- Team Work
- Interpersonal skills

REFERENCES

Dr. Upeksha Ganegoda
Senior Lecturer
University of Moratuwa
Phone: 0719968294
Email: upekshag@uom.lk

Mr. Ayantha Warnakulasuriya
Assistant General Manager
Printcare PLC
Phone: 0774913171
Email: ayantha.w@printcare.lk

PROFILE INFO

As a software engineering undergraduate, I'm eager to learn from industry professionals and gain practical experience through an internship. With a passion for problem-solving and collaboration, I'm grateful for my academic record and excited to develop my skills in a real-world environment.

Language: English ●●●●○

EDUCATION

2011 - 2019
Bandaranayaka College Gampaha

BSc (Hons) in Information Technology
University of Moratuwa
Expected Graduation : Aug 2025

International Diploma in Computing
IDM Nations Campus

Diploma in Software Engineering
Esoft Metro Campus

ACADEMIC ACHIEVEMENTS

Dean's List:
- Level 1, Semester 2 (SGPA : 3.85)
- Level 2, Semester 1 (SGPA : 4.04)
Current Overall GPA : 3.85

Advanced Level Examination (A/L):

- **Combined Mathematics : A**
- **Chemistry : A**
- **Physics : B**
- **General English : A**

Z score : 1.8233

Ordinary Level Examination (O/L):

- **9 A passes including Mathematics and Science**

CERTIFICATIONS AND LANGUAGE PROFICIENCY:

- **Completed Cambridge English Flyers, KET, PET Exams, British Council Colombo**

PROJECTS

Event photography and donation System, One year Project, Full Stack Developer

- **Project Description:** The project aimed to develop a user-friendly mobile and web application for PhotoboothMe, a subsidiary of Childish Things Pvt. Ltd. The objectives included enhancing user experience by enabling package selection, customization, and quotation requests. Secure payment integration, anonymous donations, and a chat interface were implemented. AWS S3 storage facilitated photo management, while an intuitive photo gallery allowed fullscreen viewing and downloads. The project successfully achieved its goal of improving efficiency and effectiveness for PhotoboothMe users.
- **Tools and Technologies Used:** Flutter as front end development , Node.js as Backend development, MongoDB database , AWS to upload and retrieve images
- **Results and Accomplishments:** My significant contributions to the project led to impressive results and accomplishments, solidifying my capabilities as a valuable team member. I successfully designed and developed essential features, such as the user authentication system, including sign-up, sign-in, and password recovery functionalities. Additionally, I implemented role-based user login, ensuring secure access to different user groups. By utilizing AWS S3 storage, I efficiently managed and displayed photos in the photo gallery, enabling users to view, download, and administrators to upload images seamlessly. I added comment section for users.These accomplishments greatly improved the user experience and overall functionality of the application.

🔗 **https://github.com/janithht/User-SignUp-SignIn**

🔗 **https://github.com/janithht/AWS-S3-Gallery**

Company Trash Robot, One year Project, Team Leader

- **Project Description**: Our hardware project aimed to design and build a robot capable of efficiently collecting trash within IT companies. The primary goals were to develop a robot that could navigate through a predefined path using DC motors and encoders, detect the presence of individuals in its vicinity, communicate with the office staff using a GSM module, open trash lids using IR sensors, display the trash level using ultrasonic sensors, and notify the janitor when it required emptying.
- **Tools and Technologies Used:** Atmel Studio 7 (C Programming) , Proteus Software, Blender software, Kicad Software
- **Results and Accomplishments:** One of the major accomplishments I achieved was the implementation of motor encoders to calculate the distance traveled by the robot. This feature allowed for precise navigation along the predefined path, ensuring comprehensive coverage of the office space. By accurately measuring the distance using motor encoders, the robot was able to optimize its movements using DC motors and collect trash efficiently.

🔗 **https://github.com/janithht/HardwareProject_TrashRobot**

Personal Portfolio Website - Reactjs/ CSS3 / Node.js

Ongoing (Link: **https://github.com/janithht/My_Portfolio_Website**)

EXTRACURRICULAR ACTIVITIES

- **Member, IEEE Student Branch, University of Moratuwa**
  - **Participated in NFB Championship**
- **Member, Rotaract Club Moratuwa, University of Moratuwa**
- **Swimming Squad, Bandaranayaka College Gampaha**