



## MAYASHI KODIKARA

### Undergraduate Student

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### SKILLS

Problem-Solving & Analytical Thinking  
Time Management  
Teamwork & Collaboration  
Attention to Detail

### INTERESTS

UI/UX Design & Prototyping  
Web Application Development  
Software Development  
Exploring New Technologies

# MAYASHI KODIKARA

### EDUCATION

**University of Sri Lanka Institute of Information Technology B.Sc. (Hons) in Information Technology** - Malabe, Sri Lanka  
May2023 – Present

### G.C.E A/L – Dharmasena Attygala B.V, Colombo

Combined Maths – C, Information Technology – C , Physics - S

### PROJECTS

- **Arngren** - A Norwegian online store, Redesign the Arngren.net website UI/UX principles using Figma, and identify the usability issues. Customized Cake Shop Mobile Application - Using Figma for UI/UX design.
- **City Park Pro** - A Real-time Parking Space Management System with IOT. Technologies - Mern Stack (MongoDB, Express, React, and Node. js), MVC architecture, JavaScript, CSS Postman, Mongoose DB and Firebase.
- **Snapflow** – A Photography Event Management System Technologies - PHP, MVC architecture for the backend and JavaScript, HTML, and CSS for the frontend.
- **Voyage** – A Hotel Reservation Management System. Technologies - Java, MVC architecture for the backend and JavaScript, HTML, and CSS for the front end.
- **Parking management & Safari jeep booking for locations** - Technologies - Kotlin, UI/UX principles, and implement using XML in Android Studio.
- **Finance Mobile Application** - Technologies - Kotlin, Internal Storage for backup functionality and Shared Preferences for data persistence.

### COURSES

**Introduction to Object-Oriented Programming in C++** , Coursera (Mar 2024)

**Python for Data Science, AI & Development**, Coursera (Oct 2023)

### TECHNICAL SKILLS

- Programming: Java, Python, C/C++, JavaScript
- Web Development: HTML, CSS, React, Node.js
- Database Management: MySQL, MongoDB, Firebase
- Version Control: Git & GitHub
- UI/UX Design: Figma, Wireframing, Prototyping
- Software Engineering: OOP, SDLC, Agile (Scrum basics)
- Cloud Basics: GitHub Actions, GitHub Project Management
- Tools: VS Code, Postman, IntelliJ, Android Studio