



# PETHMI VITHANA

## Software Engineer Candidate



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### About Me

Fourth-year Software Engineering undergraduate at SLIIT with hands-on experience in mobile and web application development. Completed an internship as a Flutter Mobile App Developer, where I contributed to the development of the EAC SLIIT app. Passionate about building scalable software solutions and eager to contribute as a software developer.

### TECHNICAL SKILLS

#### Web Development

Frontend (React, HTML, CSS, JavaScript, TypeScript)

Backend (Node.js, Express.js, Java, PHP, Spring Boot)

#### Frameworks & Libraries:

- MERN Stack (MongoDB, Express.js, React, Node.js)
- React Native
- Flutter with Firebase
- ASP .Net Core
- Spring Boot
- OSGi

#### Database Management:

MySQL, Oracle, SQL Server Management Studio, SQLPlus, Firebase, ORDB

#### Mobile Development:

Android Studio, Flutter

#### Languages

Java, Python, TypeScript, JavaScript, Dart, C, C++, C#

#### Cloud & Deployment:

Docker, Microservices Architecture, Hosting & Deployment (Cloud/Server environments), Git, XAMPP

#### Design & Tools:

Figma, Canva, UI/UX Design

### WORK EXPERIENCE

#### Flutter Mobile App Developer – Internship

SLIIT Campus, Malabe | Supervised by Prof. Nuwan Kodagoda | March 2025 – Present

- Developed the **EAC SLIIT** app, a mobile learning platform for first-year SLIIT students to improve English skills.
- Took full ownership of design and development using Flutter and Firebase.
- Implemented interactive lessons, quizzes, and progress tracking features.

### ACADEMIC QUALIFICATIONS

#### SLIIT Malabe - Undergraduate | OCT 2022- Present

BSc in Software Engineering (4th Year)

Current GPA - **3.00**

#### ICBT Matara - Diploma 2022 | JAN - 2022 JUNE

Diploma in Information

Technology

#### GCE Advanced Level- Z score-1.344

Sujatha Vidyalyaya Matara - 2020

Chemistry-C

Combined Maths-S

Physics-S

General English-A

#### GCE Ordinary Level

Sujatha Vidyalyaya Matara - 2017

Obtained Grade 9A's (Including ICT)

### EXPERTISE

- Proficient in mobile and web application development.
- Experienced with Flutter, React, MERN, and microservices.
- Skilled in Docker, OSGi, and database management (Oracle, MySQL, Firebase).
- Familiar with deep learning concepts and cloud/server deployment.



## EAC SLIIT App

- **Project Overview:** Designed and developed a mobile English learning app from scratch for first-year students at SLIIT. Delivered both Android and iOS versions, enabling students to improve communication skills through structured lessons, quizzes, and progress tracking. Took full ownership of UI/UX design, backend integration, and deployment.
- **Technologies Used:** Flutter, Dart, Firebase (Authentication, Firestore, Cloud Storage), Android, iOS.

## Microservices Food Ordering Platform – Group Project

- **Project Overview:** Developed a scalable food ordering system using a microservices architecture, ensuring modularity and ease of maintenance. The platform included components for restaurant management, user management, order processing, payment, delivery, and notifications. Designed for seamless interaction between services to provide a smooth end-user experience.
- **Technologies Used:** MERN Stack (MongoDB, Express.js, React, Node.js), Docker, REST APIs, Microservices Architecture

## Sri Madura Musical Instruments Selling Managing System - 2nd Year Group Project - MERN Stack

- **Project Overview:** Developed a comprehensive system for managing the sales of musical instruments for a real client, incorporating CRUD operations, mathematical calculations, email notifications, and PDF generation.
- **Technologies Used:** MERN Stack (MongoDB, Express.js, React.js, Node.js).
- **Email System:** Developed an automated email system to send order confirmations, promotional emails, and notifications.
- **PDF Generation:** Implemented functionality to generate PDF invoices and receipts for customer transactions.

## Blog Managing System- Individual Project Using MERN Stack

- **Project Overview:** Developed a comprehensive Blog Managing System incorporating CRUD operations. The system provides a platform for users to create, read, update, and delete blog posts.
- **Technologies Used:** MERN Stack (MongoDB, Express.js, React.js, Node.js), along with HTML, CSS, and JavaScript for the frontend.

## Android Studio Projects

- **Story Game(Adventure Game)**
- **Project Overview:** Developed an interactive story game for Android, where users make choices that affect the storyline and outcomes.
- **Technologies Used:** Kotlin, XML, Android SDK
- **Car Game**
- **Project Overview:** Developed a car racing game for Android, providing an exciting and competitive gaming experience.
- **Technologies Used:** Kotlin, XML, Android SDK.
- **Leaderboard:** Created a leaderboard to track and display high scores.

- **To Do List App**

- Project Overview: Developed a To Do List app for Android, aimed at helping users manage their tasks efficiently.
- Technologies Used: Kotlin, XML, Android SDK.
- Task Management: Users can add, edit, and delete tasks with ease.
- Data Persistence: Used room storage to save tasks and ensure data is retained across app sessions.

- **Math Quiz Game**

- Project Overview: Developed a math quiz game for Android, designed to improve users' math skills through fun and challenging quizzes.
- Technologies Used: Kotlin, XML, Android SDK.
- Scoring System: Implemented a scoring system to track user performance and provide feedback.
- Timed Quizzes: Added a timer to make quizzes more challenging and competitive.

## **ENG SIN Translator - Group Project Using MERN Stack**

- Project Overview: Developed a bilingual Sinhala to English, English to Sinhala translator using the MERN stack. The system allows users to translate words, add definitions, and provides a backup of translation history for user reference.
- Technologies Used: MongoDB, Express.js, React, Node.js.

## **“WasteWise” Waste Management System - Group Project Using Flutter**

- Project Overview: Built a waste management app that enables users to set garbage collection reminders, sell and buy garbage, receive recycling tips, and promote recycling campaigns. The app was developed using Flutter and Firebase, providing a seamless user experience for managing waste.
- Technologies Used: Flutter, Firebase.

## **Garbage Management System – Group Project Using Flutter and React**

- Project Overview: Designed a system where garbage collectors notify users about collection schedules, and users can request pickups, pay for services, provide feedback, and generate reports. This project was developed using React Native, focusing on improving waste collection efficiency.
- Technologies Used: Flutter, Firebase., React

### EXTRA-CURRICULAR ACTIVITIES

- Active member of LEO Club at SLIIT

### DECLARATION

I hereby declare that the information provided above is true and correct to the best of my knowledge and belief.



Signature

### REFERENCES

- **MS. Hansi De Silva**  
Software Engineering  
Lecturer / SLIIT  
Email: hansi.d@slit.lk

- **Dr. Kapila Dissanayaka**  
Computer Science  
Senior Lecturer / SLIIT  
Email: kapila.d@slit.lk