

Rashmi Sandaruwini

UI/UX Designer

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A recent software engineering graduate with a passion for UI/UX design and graphic design. Currently gaining hands-on experience as a UI/UX intern, improving user experiences through research, wireframing, and prototyping. Proficient in Figma, Adobe Photoshop, Illustrator, HTML, CSS, and JavaScript with a strong foundation in creating user-centric and visually compelling designs. Actively seeking full-time opportunities to apply my skills in a dynamic work environment and contribute to innovative projects.

Core Competencies

- Software engineering student with a focus on UI/UX, Graphic Design, and Business Analysis.
- Proficient in Figma, Adobe Photoshop, Illustrator, HTML, CSS, and JavaScript; foundational knowledge in React.
- Strong creative and technical skills for crafting user-centered designs and effective solutions.
- Known for problem-solving abilities and collaboration in team environments.
- Eager to apply skills and grow through hands-on experience in a dynamic setting.

SKILLS

- **Soft Skills:** Time management, Creativity, Good speaker, Decision-Making, Problem solving
- **Technical Skills:**
 - **Web Development:** HTML, CSS, JavaScript, Bootstrap, React JS, PHP
 - **Backend & Databases:** MySQL, Node.js, PHP Laravel
 - **Machine Learning:** Random Forest, Logistic Regression, K-Nearest Neighbor
 - **Development Tools:** VS Code, Android Studio, Figma, Adobe Photoshop, Adobe Illustrator

WORK EXPERIENCE

Web Developer Intern Aadhira Holdings

2023 Oct - 2024 Apr

- Utilized UI/UX principles to enhance user experience in web development projects, focusing on responsive and intuitive frontend designs.
- Contributed to logo design and branding efforts to create visually cohesive and recognizable digital assets.
- Collaborated with senior developers to implement MySQL databases for efficient data management and backend support.
- Gained hands-on experience in frontend development using HTML, CSS, JavaScript, and React, ensuring consistent performance across devices and platforms.

Intern Ui/UX Designer & Graphic Designer Insaash (4 Month)

2024 11.11 Present

- Designed and enhanced user interfaces, ensuring a seamless and engaging user experience.
- Created visually compelling graphics using Canva, Figma, Adobe Photoshop, and Illustrator.
- Collaborated with cross-functional teams to understand user requirements and translate them into intuitive designs.
- Contributed to branding projects by developing creative assets and layouts aligned with client objectives.

EDUCATION

BSc (Hons) in Information Technology in Software Engineering (Graduated)

2020 - 2024

- Sri Lanka Technological Campus Padukka (CGPA - 2.77)

Diploma in Psychology & Counselling

2021 - 2022

- IMBS (Institute of Management & Business Studies) Green Campus (CGPA – 3.360)

G.C.E. (A/L) Examination

2015 - 2017

- B/ Vishaka Girls High School (ICT - C, Geography - B, Media - B)

PROFESSIONAL TRAINING & QUALIFICATION

- Foundation Certificate in Human Resources Management Course (IBS Campus) **Present**
- Diploma in English (**English in 7Boxes**) **Present**
- Certificate Course In English For School Leavers (Uva Wellassa University 2018 - 2019)
- CodMania'21: Python Fundamentals & Algorithmic Programming IEEE Computer Society (Sri Lanka Technological Campus Padukka Road 2021)
- Certificate Course in Computer Application Assistant (National Youth Services Council Badulla 2015)
- Application Form - Certificate Course Dubbing (Sri Lanka Rupavahini Corporation (SLRC) 2023 -2024)

PROJECT

Create a messaging mobile app using flutter and dart – Technology Challenge Competition (2022) - <https://github.com/nixx49/tweetvio.git>

- Developed a text-based chat application featuring private messaging, group chats, and user management using Flutter and Dart.

Student Management System for SLTC Research University

- Incorporated Machine Learning capabilities within the Student Management System to predict student outcomes and analyze academic performance.
- Built and trained models using Random Forest, Logistic Regression, and K-Nearest Neighbor (KNN) classifiers, testing each to identify the most accurate model for predictive analytics.
- Conducted accuracy and cross-validation testing on Google Colab, optimizing model performance and selecting the best classifier based on results.
- Leveraged the PHP-ML plugin to seamlessly integrate trained machine learning models within the web application for real-time predictive analysis.

VOLUNTEERING EXPERIENCE

- SLTC IEEE Gisla 2021 – Design Team Member
- SLTC Leo Mindset 2021 – Organizing Committee, Design Head

REFERENCES

Mr. Yohan Pandigama

Founder – C2L3, Lecturer (CS) – Sri Lanka, Technological Campus, Padukka, Former HoD-IT – CINEC Campus, Malabe. MIEEE, MIEEE-CS, MACM, MBCS, MCS(SL), MCS, BIT (Phone: +94 71 300 8883, Email: yohanp@sltc.ac.lk)

Eng. Kasun K. Herath

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