Rashen
Fernando
Software Engineer

CONTACT ME

📞 +94 76 550 8042

✉ rashen598@gmail.com

https://github.com/rashen33

https://www.linkedin.com/in/rashen-fernando-91a965214/

https://stackoverflow.com/users/21579999/rashen-fernando

https://medium.com/@rashen33

📍 No. 66/6, Katuwapitiya Road, Negombo

TECH STACK

- Spring Boot
- Java
- JavaScript
- JQuery
- BootStrap
- React Js
- MySQL
- HTML/CSS

EDUCATION

B.Sc (Hons) in Civil Engineering
Sri Lanka Institiute of Information Technology
2019 - 2023

Diploma in Software Engineering
Institute of Computer Engineering Technology
2023

Maris Stella College Negombo
G.C.E Advanced Level Physical Science Stream 2018

As a highly motivated and adaptable engineering graduate, I am dedicated to pushing the boundaries of technology and driving innovation. My commitment to staying at the forefront of the ever-evolving software engineering landscape ensures that I am not only well-versed in established industry standards but also eager to embrace emerging trends and breakthroughs. My unwavering dedication to continuous self-improvement, combined with a track record of delivering high-quality software solutions, makes me a valuable asset to any team.I am excited to contribute my skills, knowledge, and passion to drive the success of your organization.

PERSONAL PROJECTS

EduSync - A Student Management System
HTML, CSS, JavaScript, Spring Boot, MySQL, MVC Design Pattern, Layered Architecture

- Created EduSync, a student portal for higher educational institutes.
- Developed user registration functionality with username, email, and password.
- Implemented student registration and maintenance features.
- Enabled students to view their details by searching their full name.
- Admin section for administrators to update and delete student records.
- Ensured client-side input field validation for registration forms.
- Employed Spring Boot for the back-end.
- Used MySQL as the database to store student data.
- Implemented a layered architecture and followed the MVC design pattern.
- Incorporated the Builder design pattern and Lombok for efficient development.
- The project streamlines student registration and administration processes, improving efficiency and data accuracy.

https://github.com/rashen33/EduSync-Front-End

https://github.com/rashen33/EduSync-Back-End

SkyCast - A Weather Application
HTML, CSS, JavaScript, OpenWeather API

- Created SkyCast, a weather application to provide current weather, humidity, and wind speed for user-searched locations
- Implemented a 5-day weather forecast feature for better planning
- Utilized HTML, CSS, and JavaScript for front-end development
- Integrated OpenWeather API to retrieve real-time weather data
- Impact: Provided users with accurate and timely weather information for their desired locations, aiding in planning and decision-making
- Tech Stack: HTML, CSS, JavaScript, OpenWeather API

https://github.com/rashen33/Sky-Cast

Smart Home Controller - A Smart Switch
Java Swing, OOP Concepts, Singolten Design Pattern, Observer Design Pattern

- Developed a Smart Home Controller program for a smart switch, enabling users to schedule specific household components to turn on or off at designated times.
- Utilized Java Swing for the user interface, implementing Object-Oriented Programming (OOP) concepts for efficient code organization.
- Incorporated Observer-Observable and Singleton design patterns to enhance functionality and maintain system integrity.
- Impact: Streamlined daily routines by automating home component control, increasing convenience and energy efficiency.
- Key Features:
- User-friendly interface for setting schedules.
- Reliable automation of house components.
- Efficient code structure using design patterns.
- Tech Stack: Java, Java Swing, OOP, Observer-Observable design pattern, Singleton design pattern.

  https://github.com/rashen33/Super_HomeV3

Simon Game
HTML, CSS, JavaScript, JQuery

- Developed a Simon game using HTML, CSS, and JavaScript.
- Utilized jQuery to enhance functionality and interactivity.
- Created an engaging user interface for an enjoyable gaming experience.
- Implemented the classic Simon game rules and mechanics.
- Enhanced problem-solving skills and logical thinking through game design.
- Demonstrated proficiency in front-end web development.
- Improved understanding of JavaScript and jQuery for future projects.

  https://github.com/rashen33/Simon-Game

iFriend - Contact Management System
Java, Java Swing for the GUI, OOP concepts, Singleton design pattern.

- Developed iFriend, a contact management system using Java Swing.
- Implemented CRUD (Create, Read, Update, Delete) operations for managing student data.
- Utilized Java Swing for creating a user-friendly interface.
- Incorporated Object-Oriented Programming (OOP) concepts for efficient code organization.
- Implemented the Singleton design pattern to ensure a single instance of the system.
- Key Features: Add, update, view, and delete student records.
- Tech Stack: Java Swing, OOP concepts, Singleton design pattern.

  https://github.com/rashen33/iFriend-Contact-Mangement-System

REFERENCES

Dr. Ayantha Gomes,
Head of the Department,
Department of Civil Engineering,
Faculty of Engineering,
Sri Lanka Institute of Information Technology,
Malabe.
ayantha.g@sliit.lk
+94712972018

Dr. Niroth Samarawickrama,
Institute of Computer Engineering Technology Panadura.
+94717640600

I hereby declare that above particulars of information and facts stated are true, correct, and complete to the best of my knowledge.
Your sincerely,

A.R.C Fernando