



# MALLA WADUGE RAVINDU ANJANA

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🌐 [Linked-In Link](#)  
🐙 [GitHub Link](#)

## PROFILE

I'm a frontend developer and a UX/UI designer who enjoys creating clean and engaging digital experiences. I'm currently learning Python to expand my programming knowledge, and I also enjoy designing low-poly 3D characters in Blender to add creativity to my projects. I'm passionate about combining design and technology to build real-world applications that are both useful and memorable, while constantly exploring new tools and challenges to improve myself as a developer and designer.

## SKILLS SUMMARY

- **Languages** HTML, CSS, JavaScript, Python
- **Tools** Figma, Canva, Blender, VS Code
- **Interests** Fontend Development (React js), UI/UX Design, 3d Design
- **Soft Skills** Creativity, Attention to detail, Communication, Problem-solving, Adaptability

## EDUCATION

- **School**  
Science College-Mount Lavinia
- **University**  
University of Kelaniya-Faculty of Science
- **Degree**  
Bsc.Hons.Electronics and Computer Science

## PROJECTS

### • [Personal Portfolio Website](#)

Technologies Used: React.js, Three.js, Node.js, Express.js, JavaScript, HTML, CSS

Description:

Designed and developed a personal portfolio website with an interactive 3D interface using React.js and Three.js. Built smooth animations and dynamic components to showcase projects in a visually engaging way. Implemented a lightweight Node.js backend to handle contact form submissions and server-side functionality. Focused on creating a responsive, modern design optimized for both desktop and mobile, improving skills in frontend development, creative UI/UX design, and backend integration.

### • [Voice Controlled Presentation Slides using Python](#)

Technologies Used: Python, Vosk, PyAutoGUI, Sounddevice, Regex

Description:

Built a voice-controlled presentation system enabling hands-free slideshow navigation. Integrated the Vosk offline speech recognition model to detect hotwords and interpret commands (next, previous, start, end). Automated keystroke actions with PyAutoGUI to control presentation flow, ensuring smooth and efficient user interaction. Enhanced real-time audio processing and recognition accuracy with regex-based command extraction.

[Github Repo](#)

### • [Real-Time Character Rigging \(Python\)](#)

Technologies Used: Python, OpenCV, MediaPipe, Blender

Description:

Developed a Python-based real-time character rigging system that captures and streams body/hand movements to animate 3D characters. Implemented pose detection using MediaPipe and integrated it with Blender to control character rigs dynamically. Focused on creating smooth and responsive animations, while gaining hands-on experience in computer vision, real-time data processing, and 3D animation workflows.

[Github Repo](#)

- **YouTube Clone**

Frontend Web Development (HTML & CSS)

Technologies Used: HTML5, CSS3, Responsive Design

Description:

Developed a responsive YouTube homepage clone, recreating core UI components with Flexbox/Grid. Focused on clean code, modern CSS, and cross-device compatibility.

- **Mobile App Development (Kotlin)**

Technologies Used: Kotlin, Android Studio, XML, Material Design

Description:

Contributed to a university coffee shop app by designing and developing the UI. Built intuitive layouts and interactive elements with a modern Material Design look, ensuring a smooth user experience. Collaborated with team members to integrate UI with core features, strengthening skills in mobile UI development and teamwork.

[Github Repo](#)

## CERTIFICATES

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- Cyber Security Beginner-Cisco Networking Academy