SASINDU UDAYANGA

COMPUTER SCIENCE UNDERGRADUATE

About Me

I'm an ambitious, determined, creative person who is eager for new technologies and willing to improve and learn.
I am willing to devote myself to the company and do my best. I am open to new challenges and prefer problem-solving, designing, and programming. I also have a strong feeling of empathy and cooperation.

Contact me

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Social

LinkedIn/Sasindu Udayanga

Github/SasinduUdayanga

Interests

- Travelling
- Play Games
- Programming
- Designing
- OOP Concepts

Education

University of Colombo School of Computing
2021 – Present
B.Sc. in Computer Science

Kotuwa Janadhipathi Vidyalaya , Matara

- *Advanced Level Physical Science Stream - 2019*
  Combined Maths- B | Chemistry-B | Physics-B
  Z-score - 1.3014 | District Rank (Matara) - 120

Projects

Koratuwa - A Dairy Farm Management System

Second-Year Group Project - 2022 May to 2023 April
Web Application developed to manage internal and external operations of a dairy farm located at Horana, named 'Koratuwa'

- Developed Milk Supplier and Customer role.
  (Both Frontend and Backend)
- Payment gateway and payment handling part.
- PDF generator
- Order management process.

Technologies:
HTML | CSS | PHP | MySQL | JavaScript | jQuery

https://github.com/GroupCS31-UCSC/Koratuwa

Skils

Programming Languages

- C
- C++
- Java
- Python
- Kotiln
- Scala
- Dart
- R
- Octave

Web Development

- JavaScript
- ReactJS
- NodeJS
- CSS/Tailwind CSS
- ExpressJS
- HTML
- CSS
- PHP

Database

- My SQL
- Postgre SQL
- MongoDB

Design Tools

- Figma
- Canva

Other Technologies

- Linux
- Git / Github
- Trello
- Jira

Personal Skills

- Team work and Collaboration
- Team Leading
- Creative Thinking
- Self learning
- Hard working
- Time management
- Problem Solving

Edugo - School Children Transportation Management System

Third-Year Group Project - 2023 May to Present

Web and Mobile Application developed to handle school rides both for parent and driver sides with administration portal.

- Developed Parent role in web application.
  (Both Frontend and Backend)
- Location handling part done.
- UI/UX development using Figma.

Technologies:

React | ExpressJs | NodeJs | TailwindCss | PostgreSQL | JavaScript | Flutter

https://github.com/Group45-UCSC/EduGo

Volunteering

- Student member of IEEE (Institute of Electrical and Electronics)
- Member of Exploration Club of UCSC 2022
- Member of Leo Club of UOC 22/23

Achievements

- Codescape(Top 10 Finalist)
- Participated in ReidXtreme -2021
- Participated in Fresh Hack 2.0

Certificates

- Web Design for Beginners at UOM
- Python for Beginners at UOM
- Sololearn platform: HTML, CSS, JavaScript, C, Kotlin, PHP, Java, Python, Web Development

Reference

Dr. (Mrs.) M D J S Goonetillake
B.Sc. (Col) M.Sc. (Keele) Ph.D. (Cardiff)

Senior Lecturer
University of Colombo School of Computing

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Mrs. J E J Chathurangani
B.Sc. (Hons) in Software Engineering (Kelaniya)

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