

OUCHITHYA UDANGI

COMPUTER SCIENCE UNDERGRADUATE

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PROFILE

I am a motivated Computer Science undergraduate at SLIIT City Uni with proficiency in Java and solid web development skills. I am currently enhancing my full stack capabilities through the MERN stack and NEXT. Driven by problem solving, innovation, and continuous learning, I am eager to apply my skills, contribute to impactful projects, and gain meaningful industry experience.

EDUCATION

Bsc (Hons) Computer Science

2024 – Present

SLIIT City Uni (Affiliated with University of Bedfordshire, UK)

Higher National Diploma in Information Technology

2024 – 2025

SLIIT City Uni

CERTIFICATIONS & ACHIEVEMENTS

- Amazon Junior Software Developer Professional Certificate (Coursera)
- Master Practical Java Development (Udemy – Imtiaz Ahmad)
- Algorithms, Part I (Coursera – Princeton University)

ACADEMIC PROJECTS

Ralahami.lk – Restaurant Ordering & Ops Platform

- Built a responsive Next.js (React + TypeScript) + Tailwind CSS front end with strong performance and smooth UX across mobile/desktop.
- Developed Node.js/Express APIs with MongoDB (Mongoose) for menus, reservations, cart/checkout, and full order lifecycle + real-time order/KOT updates via Pusher (WebSockets).
- Implemented BOM-based inventory with low-stock alerts and PO/GRN workflows; integrated Stripe (sandbox) + COD; secured with JWT (HTTP-only) RBAC, audit logs, validation, and CI/CD.

Student Record Management System

- Developed a web based student record management system with REST API and dynamic UI to handle student data efficiently.
- Majorly used Node.js, Express.js, MongoDB, HTML, Bootstrap, jQuery, AJAX, JSON for implementation.

HealthCare Management System

- Developed a Java Swing desktop system to automate patient records, doctor scheduling, pharmacy inventory, appointments, and reporting, with SMS/email notifications.
- Majorly used Java, MySQL, Swing, Git, and JUnit testing for implementation.

Pet Guessing Game (Android Studio; Java & Kotlin)

- Engineered an interactive Android app in Java and Kotlin, incorporating Android Studio, XML layouts, and Material Design components.
- Designed core game logic with randomization algorithms to generate pet profiles and implemented SQLite for local data persistence.
- Integrated unit testing with JUnit and instrumented UI tests, achieving 85% code coverage and streamlined QA cycles.

TECHNICAL SKILLS

- **Programming Languages:** Java, JavaScript, PHP, C, C++, Python, HTML, CSS
- **Libraries and Frameworks:** MERN Stack (MongoDB, Express.js, React, Node.js),NEXT
- **Development Tools:** VS Code, IntelliJ IDEA, NetBeans, WebStorm, MySQL, MongoDB, Android studio, Postman, Git, and Selenium.

SOFT SKILLS

- Teamwork
- Time Management
- Project Management
- Adaptability
- Leadership
- Problem Solving

LANGUAGES

- English
- Sinhala

REFERENCES

Dr. Gayana Fernando

Head – School of Information
Technology

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