



Thiranjaya Munasinghe

Software Engineer

REACH ME AT

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StackOverflow:

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Website:

[www.thiranjaya.me](#)

PROFESSIONAL SKILLS

Programming Languages:

Java, Python, C

Web Development:

Vue.js, Nuxt.js, React, Electron,
Tailwind CSS, Laravel, Node.js

Mobile Development:

Flutter

Databases:

MySQL, Firebase, MongoDB

Version Control System:

Git

Hosting:

Peek Hosting, Heroku

LANGUAGES

English: Working Proficiency

Sinhala: Native Proficiency

ABOUT ME

A tech enthusiast, a quick learner, and a good team player who always tends to reach out of the comfort zone. Excited to learn new technologies and apply them to real-world applications. Seeking an opportunity to build a successful professional career in software engineering.

EDUCATION

University of Moratuwa – Faculty of Information Technology

(Sep 2017 to Present)

Reading for B.Sc. (Hons.) Degree in Information Technology (Expected 2021)

CGPA - 3.17 (After 06 semesters)

St. Thomas' College - Matara

(Jun 2007 to Aug 2016)

G.C.E. Advanced Level: Combined Mathematics - A, Physics - A, Chemistry - C

WORK EXPERIENCES

Arimac Lanka (PVT) Limited - Trainee Software Engineer

(May 2020 to December 2020)

Productively worked as a member of IMI team for 8 months , with IMI mobile application and the IMI website.

PROJECTS

Panthi - Tuition Classes in Sri Lanka

(Jan 2021 to Present)

'Panthi' is an easy to use mobile app which is developed to provide a way for students and parents to find tuition classes in Sri Lanka. Also, it provides an opportunity for teachers to post ads about classes they are conducting physically or virtually for free of charge.

Technologies used: Flutter, Firebase

First aid bot to help in Domestic Accidents - 4th Year Research Project(Ongoing)

(Feb 2021 to Present)

A first-aid chatbot to help in domestic accidents by analyzing the situation by asking questions and image processing. If necessary AR support is also given to explain first aid procedures.

Technologies used: TensorFlow lite, Flutter

IMI Games Mobile App - Intern Project

(July 2020 to Dec 2020)

IMI Games is Sri Lankan's gaming portal for locally created mini-games. A mobile application was developed for android to play IMI games using the phone. I've got a chance to contribute to the project during my internship at Arimac.

Technologies & tools: Flutter, Facebook Analytics

IMI Games Website - Intern Project

(July 2020 to Dec 2020)

IMI Games website was developed to play IMI portal games using desktop browsers. Contributed to the development of the website during my internship.

Technologies & tools: Nuxt.js, Tailwind CSS

Ecommerce website for Jewel Pack - 2nd Year Software Project

(Nov 2018 to Oct 2019)

A platform was developed for the Jewel Pack company to grow its brand and reach more customers online. Moreover, I have got experience hosting this website on Peek Hosting (shared hosting).

Technologies & tools: Vue.js, Laravel, MySQL, Peek Hosting

OTHER EXPERIENCES

INTECS | Coordinator

(May 2021 - Present)
Working as a coordinator in INTECS for the term 2021/2022

HelpX | Founding Member

(March 2020 - Present)

IEEE Student Branch, UoM

(December 2018 - Present)

- Chair | AGM 2019
- OC member | MERCon 2019
- Volunteer | IEEEExtreme 12.0, HackDown competition

HomeAlone 2020 | OC Member

(March 2020)

OpenTechSummit`20 | OC Member

(January 2020)

IEEE Young Professionals SL

(September 2018)

Company Coordinator | StudPro 2.0

Rotaract Club, UoM

(March 2017)

Volunteer | Trash Hunt, Healing Hands 2018, Athwela 19.1

SOFT SKILLS

- Quick Learning
- Team Management, Leadership
- Adaptability
- Time Management

HOBBIES AND INTEREST

- Volunteering
- Listening to Music
- Watching TV Shows

REFEREES

Dr. (Ms.) G. Upeksha Ganegoda

(Senior Lecturer)

Faculty of Information Technology,
University of Moratuwa.

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Mr. Sugeesh Chandraweera

(Senior Software Engineer)

Arimac Digital (PVT) Ltd.

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PROJECTS

Ask Me - RealHack 2.0

(Nov 2019)

A question and answer website, where students can post questions to the community to get answers. There the questions can also be ranked. It was developed for the RealHack hackathon within 24 hours. The content of the application was updated in real-time using Pusher.

Technologies & tools: Vue.js, Laravel, MySQL, Pusher

Fingerprint Based Key Handling System - 1st Year Hardware Project

(Oct 2017 to Sep 2018)

An automated system was made for issuing and returning keys for small to medium-scale workspaces. This system will give more security for the keys hence it is suitable for a place like a laboratory.

Technologies & tools: AVR ATmega32, R305 fingerprint, MFRC522 RFID reader, Atmel Studio

AWARDS AND ACHIEVEMENTS

FIT CodeRush 2020 - 6th place - Merit Award

(Jun 2020)

Intra faculty coding competition of Faculty of Information Technology, University of Moratuwa based on HackerRank platform.

RealHack 2.0 - Selected for final 15

(Nov 2019)

24 hours hackathon organized by the Software Engineering Students' Association, University of Kelaniya in collaboration with IEEE Student Branch.

MoraXtreme 4.0 - 53rd place among 300 teams

(Oct 2019)

12 hours inter-university coding competition organized by the IEEE student branch of University of Moratuwa.

Japura Execute Week of Code

(Apr 2019 to May 2019)

Japura Execute Week Of Code 3.0 - 2nd place

Japura Execute Week Of Code 2.0 - 4th place

Japura Execute Week Of Code 4.0 - 4th place

FIT CodeRush 2018 - 15th place

(Dec 2018)

Intra faculty coding competition of Faculty of Information Technology, University of Moratuwa based on HackerRank platform.

Build a Robot - 5th Place

(Aug 2018)

Inter-university robotics competition organized by IEEE student branch of University of Moratuwa.

CERTIFICATIONS

The Complete ReactJs Course - Basics to Advanced (2021)

Offered by Udemy

Learn Object-Oriented Programming in Java

Offered by educative.io

Completed Java, PHP, HTML and JavaScript courses

Offered by Sololearn