Uditha imesh

undergraduate student

email **:**udithaimesh4@gmail.com
linkedin:linkedin.com/in/uditha-imesh-006853255
contact-number:+94764359403

introduction

Currently, I am an undergraduate student in Computer Science at the University of Ruhuna. Apart from academic work, I have worked on several projects. I have good experience with React and Spring Boot, providing various software solutions and have a strong knowledge of MySQL, GitHub, React, Spring Boot, and CSS, and also have basic knowledge of GitHub Actions.

Skills

- **Frontend-development:**React,Tailwind css,javascript,material ui,javafx.
- **Backend-development:**springboot,php,java.
- **database:**mysql.
- **Tools and technologies:**figma,github,github action,trello,machine learning,agile methodology.
- **Soft Skills**: project management, Communication, leadership and team work.

Education

University of ruhuna,BCS in Computer Science   DECEMBER-2022 to PRESENT

Related CourseWork: Programming Techniques,Computer Systems,Internet Services and Web Development,System Analysis and Design,Laboratory Assignments,Differential Equations,Statistics,Database Management systems,Data Structures and algorithms,Software Engineering,Object Oriented System Development,Algebra,Calculus,Data Communication and Computer Networks,Operating Systems(linux),Computer Graphics and Image Processing,Computational Mathematics,Linear Algebra,Electronics,Rapid Application Development,Advanced Database Management,Project Management,Multimedia and Video Production,Data and Network Security,e-Commerce and Professional Practice,Data Warehousing and Data mining,Distributed Systems

Projects

Hakmana EDM System(Desktop application)

-This project was developed for the Hakmana Divisional Office to provide a service for managing and tracking activities related to computers.
-enables users to identify working and non-working devices and also includes functionality for generating reports
-Tools used:java,javafx,log4j,github,github action,mysql,trello,agile

Wild net(desktop application)

-An academic-based project developed with a focus on students, designed to provide an enjoyable way to learn about wildlife.

-The application includes a learning center and interactive games created using JavaScript to enhance the learning experience.

-Tool used:java,javafx,github,javascript,css,html,mysql,agile

Ape Boardima(web Application)

-An academic-based project developed with a focus on university students, addressing the major issue of finding suitable accommodations.

-The platform allows users to search for places based on reviews provided by other users.

-Tools used:springboot,react,material ui,mysql,github,github action,agile,trello

Competition

-Achieved second place in the 'Road to Insurgex' hackathon program organized by the Department of Computer Science, University of Ruhuna.

-Participated in the HAXtreme hackathon organized by the Faculty of Engineering, University of Ruhuna.