VIHANGI JAYASEKARA

BENG.SOFTWARE ENGINEERING (UNDERGRADUATE)

CONTACT ME

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EXTRA CURRICULARS

- Member – Rotaract Club of IIT (2021)
- Member – Science Society Sanghamiththa Balika Vidyalaya,Galle (2019-2020)
- Member – Little Friends Sanghamiththa Balika Vidyalaya,Galle (2010)
- Member – Esthetic Band Sanghamiththa Balika Vidyalaya,Galle (2013)
- Member - Mozilla Club of IIT
- Volunteer – IEEE CS
- Volunteer – Leo Club of IIT (Spandana Project)

PERSONAL PROFILE

I am a software engineering undergraduate who is seeking to find new opportunities to work in an energetic and challenging working environment that will motivate me to improve and develop my skills. I see myself as a team player, hard worker and a self-motivator as well as achieving objectives in a way that is most beneficial to learning.

EDUCATION

Informatics Institute of Technology
Second Year Undergraduate – Software Engineering
2021 – Present

- Second Year Modules (Marks Pending)
    - Database Systems - 93
    - Object Oriented Programming - 70
    - Software Development Group Project
    - Machine Learning and Data Mining
    - Algorithms: Theory Design, and Implementation
    - Server-side Web Development

- First Year Modules
    - Mathematics for Computing - 100
    - Computer System Fundamentals - 96
    - Software Development I - 91
    - Software Development II - 83
    - Web Design and Development - 72
    - Trends in Computer Science - 48

Sanghamiththa Balika Vidyalaya, Galle

2007 – 2020

- GCE A/L (2020) - Physical Science
  Mathematics - A | ICT - C | Physics - S | English - B

- GCE O/L (2018) - **Tamil – A**
- GCE O/L (2017) - **(3)A (3)B (3)C Passes**

PROJECTS

- **Skin Disease Analyzer for Detecting skin, Identifying Diseases, and a Platform to manage through ML.**
  (2022 – 2023: Second Year Group Project)
  This is a mobile application analyzing skin diseases.
- **Skin Consultation Centre Management System** (2022) – Booking Consultation using - Java and Java Swing
- **Fuel Queue Management System** (2022) – Fuel queue management system using - Java and JavaFX
- **"VLTV" Tourism Web Application** (2022) – Web application - using HTML, CSS, JavaScript.
- **A program to predict progression outcomes at the end of each academic year at the University**. (2022) - using Python.
- **Library Management System** using - Java (2023)

TECHNICAL SKILLS

- Java
- Python
- Java Swing
- XML
- R Language
- HTML
- CSS
- MySQL
- PHP
- Figma
- JavaScript

OTHER SKILLS

- Ability to work with teams.
- Problem Solving Skills
- Responsible
- Multitasking
- Self-motivation

CERTIFICATE AND ACHIEVEMENTS

- Participation in UI / UX BOOTCAMP - 2022
(collaboration with WSO2 and Rootcode Studio)
- Centre for Open & Distance Learning (CODL) -
Python for Beginners
(University of Moratuwa)
- Java Essential Training for Students
LinkedIn Learning
- Participated to Sri Lankan Robotics Challenge 2018
(University of Moratuwa)
- Learning SQL Programming Certificate
LinkedIn Learning
- Software Design: Modeling with UML Certificate
LinkedIn Learning
- Won the First place All Island School Dance and Ballet Competition in 2010,2011
- Won the Third place All Island School Dance and Ballet Competition in 2015

I hereby certify above details are true and accurate to the best of my knowledge.