SANKAJA PANDIPPERUMA

Computer Science Undergraduate

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SUMMARY

I am a motivated and detail-oriented computer science undergraduate at the University of Westminster, with a solid foundation in front-end development, UI/UX design, and software engineering principles. I have hands-on experience building full-stack applications and contributing to real-world projects, including finance management tools and learning systems.

TECHNICAL SKILLS

- **Languages** – Java, Python, HTML, CSS, JavaScript

- **Frameworks & Libraries** – Spring Boot, React Native, Angular, Node.js

- **Tools & Platforms** – Firebase, Figma, Axure, VSCode, Git, JetBrains, Postman

- **Databases** – MySQL, MongoDB, NoSQL

EDUCATION

Informatics Institute of Technology affiliated with University of Westminster   **(**2023 – Present)

Southern Informatics Technology Education Center   **(**2022 – 2023)

- Completed Java Programming course
- Completed Web Development course
- Completed Python Course

Rahula College Matara   (2008 – 2022)

- Passed G.C.E. A/Ls in Physical Science Stream

PROJECTS

SPENDO – AI-Based Finance Manager Application (Ongoing) (Link)

- Designed and developed an AI-driven, mobile-first finance management solution to help young adults identify and reduce unnecessary spending, implemented features such as expense tracking, intelligent categorization, and personalized financial insights.
- Built using a microservice-oriented architecture with **React Native** frontend and **Node.js** backend, integrated with **MongoDB** for scalable data storage.
- Collaborated with a team to improve usability and data flow, using Postman for API testing and GitHub for version control.

LEARNIFY – An LMS with VR and AI (Ongoing) (Link)

- Developing an immersive Learning Management System (LMS) that integrates VR classroom and personalized AI mentors to elevate student engagement and skill development.
- Focused on improving the learning experience through advanced HCI and user-centric design principles

- Contributed to front-end development with **React Native** and prototyped user interfaces using **Figma**, with **MySQL** as the primary data store.

ECO ECHOES – Online Wildlife Awareness Shop ([Link](#))

- Designed and implemented a web-based platform that combines e-commerce with environmental education, allowing users to purchase wildlife-themed products while learning about conservation efforts.
- Focused on delivering engaging user experience using **HTML**, **CSS**, and **JavaScript**.

PLANE TICKET MANAGEMENT SYSTEM ([Link](#))

- Built a user-friendly ticket booking application that enables users to reserve and cancel flight seats with real-time seat map visualization. Developed with a strong focus on **Object-Oriented Programming principles using Java** to ensure scalability and maintainability.

TICKET MANAGEMENT SYSTEM ([Link](#))

- Developed a user-friendly ticket booking platform supporting concurrent user interactions with secure input validation. Built using **Angular** for the frontend, **Spring Boot** for backend services, and **MySQL** for data storage.

CINEMA TICKET MANAGEMENT SYSTEM ([Link](#))

- Developed a user-friendly cinema booking platform supporting concurrent user interactions with secure input validation. Built using **Core JAVA.**

Conferences and Competitions

- Visited SLINTEC (Field visit)
- Participated in Google I/O Extended Sri Lanka 2023
- Volunteered in Cutting Edge
- Participated in IEEE ENCODE hackathon
- Participated in IEEE XTREME 24h hackathon

Non-Technical Skills

- Teamwork
- Creativity
- Communication
- Cooperative

References

Hiruni Samarage   Shenith Sandeepa

Lecture/Placement Coordinator,   Senior Software Engineer, Surge Global

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