Rusiru Rathmina

Software Engineer

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A highly motivated and ambitious computer science undergraduate with a strong enthusiasm for software development, and a passion for friendly software design, solid architecture, and best practices.

EXPERIENCE

Omobio (Pvt) Ltd.   **2023 Nov. - Present**
Trainee Full-Stack Developer

EDUCATION

University of Colombo School of Computing   **2021 - Present**
Bachelors in Computer Science

Mahinda College, Galle   **2010 - 2019**
GCE Advanced Levels 2019
Results: A-1 B-1 C-1 (Physical Science) | Z-Score: 1.3084

PROJECTS

Roamly — Travel Recommendation and Experiences Sharing Platform

2023

As the 3rd year group project, we developed a travel planning and recommendation system for travel enthusiasts. The system provides personalized recommendations for the users, also sets personalized milestones list (bucket list). This system also contains a social media-like experience sharing platform.
- Effectively followed a comprehensive SDLC methodology.
- Used jwt authentication.

Tools: ReactJs, NodeJs, ExpressJs, SCSS, PostgreSQL, AWS

MicroCAPS — Micro Cars Assembling and Production System

2022 - 2023

As the 2nd year group project, we developed an assembly process management system for Micro Car Limited, Polgahawela. This system is capable of production management, task scheduling, and tracking progress.
- Effectively followed a comprehensive SDLC methodology.
- Developed and organized the project based on MVC architecture.
- Implemented real-time vehicle progress upgrading functionality.

Tools: PHP, HTML, CSS, JavaScript, Ajax, MySQL

Fashion Bug

2022

The project is about a fashion store designed including a men's collection, women's collection, kid's collection, baby's collection, and accessories collection
- Fashion Bug is a simple group project created while learning the MERN stack.
- Developed and organized the project based on Client-Server architecture.

Tools: MongoDB, ExpressJs, ReactJS, NodeJs, Bootstrap

Food Store Manager

2023

A simple food store management system designed to add food items, edit details, mark them as favorite foods, and delete food items. This is a practice project that I created while learning Spring Boot.

Tools: Java, Spring boot, Bootstrap, MySQL

SKILLS

- **Back-end Development:** C / C++, JavaScript, PHP, NodeJS, Java, Python
- **Front-end Development:** ReactJS, HTML, JavaScript, CSS, SCSS, Bootstrap
- **Database:** MySQL, PostgreSQL, MongoDB
- **Environments & Tools:** Visual Studio Code, IntelliJ IDEA, Docker, Figma, Canva
- **Soft Skills:** Problem-solving, Time Management, Teamwork, Self-learning, Leadership, Communication, Adaptability
- **Interests:** Back-end Development, Front-end Development, APIs, Testing, Object Oriented Programming

CERTIFICATIONS

Introduction to Front-End Development
Coursera | Meta
Distinguish between front-end, back-end, and full-stack developers, Create and style a webpage with HTML and CSS, The benefits of working with UI frameworks

Programming with JavaScript
Coursera | Meta
Programming in JavaScript, Error prevention, JavaScript DOM manipulation, Functional programming, Object Oriented Programming, Test-Driven Development

Version Control
Coursera | Meta
Implement Version Control systems, Navigate and configure using the command line, Use a GitHub repository, Manage code revisions

Java Programming: Solving Problems with Software
Coursera | Duke University
Fundamental Java Syntax and Semantics, Strings in Java, CSV Files and Basic Statistics in Java, Using Java API documentation in writing programs, Writing a Java method to solve a specific problem

Programming in Python
Coursera | Meta
Exception Handling, File Handling in Python, Functions and Data structures, Algorithmic complexity, Object Oriented Programming, Test automation packages, Writing tests with PyTest, Test-driven development (TDD)

Introduction to Back-End Development
Coursera | Meta
Distinguish between front-end, back-end, and full-stack developers, Create and style a webpage with HTML and CSS

Foundations of User Experience (UX) Design
Coursera | Google
Understand foundational concepts in UX design, such as user-centered design, the design process, accessibility, and equity-focused design, Human-Computer Interaction, User Experience, Design sprints

Agile Project Management
Coursera | Google
Agile project management approach and philosophy, including values and principles, Pillars of Scrum and how they support Scrum values, Problem Solving, Effective Communication

Postman API Fundamentals Student Expert
Postman
Making HTTP requests, Query parameters, bodies, headers, response codes, Basic scripting, API Key Authorization, How to use Postman to work with APIs

REFEREES

Dr. Ajantha Athukorala
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University of Colombo School of Computing
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Ms. Ashmari Pramodya
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