



# SACHIN VIRAJ

## SOFTWARE ENGINEER

### CONTACT

- ✉ [sachinviraj48@gmail.com](mailto:sachinviraj48@gmail.com)
- ☎ (+94) 77 547 10 07
- 📍 232 Deniyaya Road, Akuressa
- 🌐 <https://github.com/Sviraj>
- 🌐 <https://linkedin.com/sachinviraj>
- 📖 <https://medium.com/sachinviraj48>
- 🌐 <https://sachinviraj.vercel.app>
- 📺 <https://www.youtube.com/writers>

### PROFILE

I am a dedicated, responsible, and hardworking individual with a goal of being a successful IT professional in the industry. I am a good team player, capable of achieving the assigned targets and with the ability to generate commercially valuable innovative ideas, who is also passionate about exploring and learning about emerging technologies.

### TECHNICAL SKILLS

#### Programming Languages

- C#
- Java
- Python
- Dart
- C

#### Web Development

- HTML
- CSS
- JavaScript
- TypeScript
- Bootstrap

## EDUCATION

### B.Sc (Hons) in Information Technology (2020 - 2024)

University of Moratuwa-Faculty of Information Technology

Current GPA-3.4 (Up to level 4 semester 1)

### G.C.E Advanced Level-Physical Stream - 2018

Chemistry-A, Combaind Maths-A, Physics-B

Z-Score - 1.6587 St. Thomas College - Matara

### G.C.E Ordinary Level- 2014

Results - 9A's St. Thomas College - Matara

## WORK EXPERIENCE

### Software Engineer Intern - Agrithmics (pvt) Ltd.

Duration : Dec 2022 - June 2023

As a Trainee Software Engineer at Agrithmics, I enhanced my problem-solving skills and built a strong foundation for my future in software development. I contributed as a full-stack developer to an ongoing project, gaining hands-on experience in both frontend and backend technologies.

## PROJECTS

### INTERNSHIP PROJECT

#### AgriGenERP Enterprise Resource Planning System

Engaged in development AgriGenERP System which aimed to Tea Factory Process Automation. Contributed to CMS Module, Implemented web APIs and SQL procedures, Implement add/edit pages, Bulk handling using message queues, Generate PDF/Excel reports, bug fixes, Screen creation and modifications.

**Technologies: ReactJS, .Net, C#, Material UI, RabbitMQ, Redis, Azure Devops, MsSQL**

### FREELANCE PROJECT

#### Location Tracker Mobile Application

Developed a mobile application for real-time employee location tracking. The app features employee check-in/check-out, role-based user authorization, Identity user authentication, and attendance-based report generation. The backend, built with .NET, manages APIs and uses SQL Server for data storage. Integrated Google Maps API for location services and deployed on Azure for enhanced scalability.

**Technologies: Flutter, Dart, .Net(EntityFrameworkcore), C#, MsSql, Azure, Google Maps API**

### ACADEMIC PROJECTS

#### Intelligent Candidate Ranking System using Data Analysis

Fourth Year - Research Project | 2024

Research aims to develop Candidate ranking system which easier the recruitment by short listing the best fit candidates for a Software engineering position in the IT field. Contributed to GitHub module to implement data extraction user profile, trained ML model, evaluation and generated score.

**Technologies: Python(Flask), ML, WebScraping (Selenium), Data Science technique, GitHub API**

## Frameworks

- ReactJS
- .Net
- Flutter
- NodeJS

## Database

- MySQL
- MsSQL

## Version Control

- Git

## Applications

- Visual Studio
- Android Studio
- Visual Studio Code
- MSSM Studio
- Intelli J IDEA
- Atmel studio
- PyCharm

## OTHER SKILLS

- Problem-solving Abilities
- Communication Skills
- Good Teamwork
- Creative Thinking
- Adaptability
- Quick Learning

## INTERESTS

- Travelling
- Swimming
- Camping
- Volunteering
- Hiking
- Cricket

## REFERENCE

### DR. SAMINDA PREMARATNE

Senior Lecturer Grade I

Faculty of Information Technology

University of Moratuwa

Katubedda, Sri Lanka

Email:samindap@uom.lk

(+94) 71 441 33 62

### MR. SATHIRA JAYAWARDHANA

Software Architect

Agrithmics (Pvt) Ltd

90 Gothami Road, Colombo 08

Email:sathira@agrithmics.lk

(+94) 71 305 8679

## LearnX (Learning Management System)

LMS designed to effortlessly manage all key aspects of online education. From user-friendly course creation and interactive content delivery to seamless learner assessment and progress tracking.

**Technologies: ReactTS , Tailwind , .NET , C#, MsSQL**

## Donor Management System

The Donor Management System is a web application with three user roles: Admin, Donor and Finder. Users can easily register and participate in organ donation or search processes, streamlining organ donation efforts and increasing user engagement.

**Technologies: ReactJS, MUI, .Net, C#, MsSQL**

## Tank Water Level Measurement System

### Firth Year - IoT Project | 2023

Mini IoT project that able to send sensor reading from Aruino Nano to ESP32 through wireless communication and update real-time database.

**Technologies: Arduino, Firebase, Wireless communication (NRF Module), ESP32 Microcontroller**

## Employee Management System with Communicational Chatbot

### Second Year - Software Project | 2021

Web platform that facilitate employee management and communication for organization. The Chatbot provide communication feature for users. The system can manage employee leaves, generate their performance reports, check their working statuses,generate their salary sheet, project management and assigning and few co-functionalities. Contributed and developed features for project management.

**Technologies: React JS, Node js, Express js , MySQL**

## Automated Garbage Recycling Machine

### First Year - Hardware Project | 2020

This is an automated garbage recycling machine which based on microcontroller (used Atmega 32A) and sensor technology with purpose of that machine to give a solution for the problem of urban waste disposal. I have implemented the motor controlling part using an AtMega32 Timer to contribute to this project.

**Technologies: Embedded C, Microcontroller Atmega 32**

## OTHER EXPERIENCES

### Achievements

- Participated Coding Competition “Hack Moral”-2020,
- Participated MoraXtream 5.0 2020

### Volunteering

- Volunteered IEEE MERCon Conference- 2020,2021,2022
- Volunteered IEEE NFB Gaming Competition -2020