

Gayanga Rukmal Bandara

📍 Kandy, Central Province, Sri Lanka 📞 +94752578200 ✉ gr.gayangabandara@gmail.com 📁 [Portfolio](#) [LinkedIn](#) [GitHub](#)

SUMMARY

Final-year B.Sc. Software Engineering undergraduate with a strong foundation in Full-Stack Development, Cross-Platform Mobile development and AI/ML. Dedicated to engineering scalable, user-centric solutions by integrating modern web technologies with intelligent AI capabilities. A proactive problem-solver committed to writing clean code and continuously adapting to emerging industry standards.

PROJECT

SafeSpace Ecosystem

SLTC - Academic Research final year Project - [Link](#)

- Engineered a comprehensive mental health platform consisting of a Flutter mobile app and a React.js/TypeScript Admin Dashboard.
- Built a robust Python FastAPI backend integrating Groq LLM to deliver real-time AI sentiment analysis and automated crisis intervention.
- utilized Supabase for scalable PostgreSQL database management, secure authentication, and real-time data synchronization between patients, doctors, and administrators.

Master Designer v2.0

SLTC Media unit organizing All Island Design Competition - [Link](#)

- Developed the official immersive web platform for the All-Island Design Competition, Sri Lanka's premier creative event.
- Engineered interactive 3D elements and high-performance animations using WebGL and custom CSS3 to deliver an engaging user experience.

Finance Tracker Pro

Financial Management Platform - [Link](#)

- Built a robust financial management platform featuring a real-time dashboard for tracking income, expenses, and net balance.
- Implemented secure authentication and cloud-based database services to ensure instant data synchronization across all devices.

Serendib Games Blog

Cloud-based gaming content - [Link](#)

- Built a cloud-based gaming content platform featuring a fully responsive user interface to ensure seamless navigation across all devices.
- Integrated a real-time, trained AI chatbot to deliver instant, interactive visitor engagement and automated responses to user queries.

EDUCATION

BSc (Hons) in Software Engineering

2022 - 2026

SLTC Research University, Padukka

English and Information & Communication Technology Diploma

2019 - 2020

ICBT Campus, Kandy

Advanced Level Examination

2019

Nugawela Central College, Kandy

Information Technology (MS-Office & Graphic Designing)

2017

Vidunena Higher Education Foundation, Kandy

INVOLVEMENT

Web Master	2024
SLTC Research University – Master Designer V2.0 Media unit	
Web Master	2024
SLTC Research University – Lethalbots Robotic Competition Technology Faculty	
Design Team Member	2023
SLTC Research University – Ideanix Generation 01 IEEE Computer Society	
Program Team Member	2023
SLTC Research University – Career Fest 2023 IEEE Computer Society	

SKILLS

Languages: Python, JavaScript, TypeScript, HTML, CSS, C, C++, Java, Dart, SQL, Haskell
Technologies: React, Next.js, Flutter, Node.js, Express.js, SpringBoot, Bootstrap, FastAPI, Flask, SQLAlchemy, Redux, Zustand, Axios TensorFlow, PyTorch, Scikit-learn, Pandas, NumPy
Databases: MongoDB, MySQL, PostgreSQL, Supabase, Firebase, Oracle DB
Tools & Platforms: GitHub, GitHub Actions (CI/CD), Docker, Linux, VS Code, Android Studio, Google Colab, WebSocket, REST APIs, Postman, Jupyter Notebook, Figma, Vercel, Render Hosting
Concepts & Math: NLP, LLMs, Transformers, Supervised Learning, Model Evaluation, Feature Engineering, Linear Algebra, Probability, Calculus, Discrete Mathematics
Soft Skills: Tactical Problem-Solving, Communication & Team Collaboration, Creativity & Adaptability, Time Management

REFERENCES

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