Naleeka Kumarasinghe

SOFTWARE ENGINEERING

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Education

University of Colombo School of Computing

2023 - present

Bachelor of Science Major in Computer Science Cumulative GPA: 2.5

Kingswood College, Kandy

2007 - 2021

Advanced Level - Combined Mathematics, Physics and ICT

Projects

Parliament (University 2nd Year Group Project | 2024 - 2025)

A scalable civic platform with role based access, secure login, and interactive tools for citizens, politicians, political parties and interactive features such as surveys, posts, announcements, fundraising, and meetings.

- Developed admin side user management, discussion posts CRUD and political party approval features with Java servlets and Tomcat
- Collaborated in a 4 member agile team using MVC and Figma for collaborative design reviews

Technologies: Java Servlet, Tomcat Server, HTML, CSS, JS, PostgreSQL, Git, MVC, Figma

Farmio (University 3rd Year Group Project | 2025 - Present)

Developing a multi stakeholder platform to facilitate seamless transactions across farmers, buyers, transport providers, waste handlers and warehouse operators. Targeting a ~6% boost in farmer earnings by cutting out intermediary costs.

- Engineered the waste handling workflow to empower agents with real time access to account
 updates and request statuses covering requested, ongoing, completed, approved and rejected cases
 ensuring transparency and accountability in sustainable operations.
- Worked in a 5 person agile team, leveraging Git for version control and Docker for containerized deployment

Technologies: React, Tailwind CSS, Docker, Java Springboot, PostgreSQL, Git, Microservices Architecture

Invento - Warehouse Management System (Solo Project | 2025 - Present)

A warehouse management system designed to streamline core inventory operations and improve supply chain visibility. Built as a hands on development project, it incorporates essential WMS functionalities including purchase order creation, inbound shipment tracking, supplier search and quality control workflows.

So far i implemented

- Purchase order module enables creation and tracking of incoming orders
- Shipment management handles arrival logging and status updates
- Quality check process validates received goods before storage
- Supplier search allows efficient lookup and management of supplier profiles

This project reflects my commitment to building scalable, real world systems with clean architecture and practical utility

Technologies: Java Servlet, HTML, CSS, JS, Tomcat Server, PostgreSQL, Git, MVC

Campheaven (RAD Solo Project | 2024)

Campheaven is a user-friendly platform designed to simplify camping trip planning by offering a curated selection of campsites. focused on delivering high quality outdoor experiences, it enables users to effortlessly explore, book and enjoy nature. The project emphasizes intuitive design to help campers relax, connect with the outdoor and create lasting memories

practice project focused on enhancing frontend development and UI/UX design skills. It showcases a
campsite booking interface with clean layouts and intuitive navigation, built using modern design
principles to simulate a real-world user experience.

Technologies: React, Git, Figma

Technical Skills

Languages: Java, JavaScript, TypeScript, HTML, CSS, C, C++, Python

Frontend: ReactJS, NextJS, Tailwind CSS **Database:** MySQL, MongoDb, PostgreSQL

Backend: NodeJS, ExpressJS **Other tools:** Git, Linux, Figma, Canva

Soft Skills

Communication, Team work, Problem solving, Adaptability

Extra curricular activities

Sports: Badminton