

HARSHANA JAYASEKARA

Front-End Developer

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[🔗 Portfolio](#) | [GitHub](#) | [LinkedIn](#)

Career Objective

I am passionate and detail-oriented **Front-End Developer** with hands-on experience in creating secure, scalable, and visually appealing web applications. My goal is to continually enhance my skills, transition into a proficient full-stack developer, and contribute to impactful projects in dynamic and collaborative team environments.

Skills

Front-End: HTML | CSS | Tailwind CSS | JavaScript | React.js | Typescript | Bootstrap

Back-End: Node.js | Express.js | MySQL | Firebase

Tool & Technologies: Firebase | Git | VS Code | Postman | GitHub | Figma

Projects

1. Face Recognition-Enabled University Voting System

[🔗 Documentation](#) | [GitHub](#)

Final Year Research Project | NSBM Green University & University of Plymouth

- Built a secure, web-based voting system to streamline university student elections using facial recognition technology.
- The system was developed using React.js, face-api.js, and Firebase, enabling real-time biometric authentication and data handling.
- Students register with their university ID and a webcam photo, which is converted into a facial descriptor and securely stored. The system matches the live webcam input with stored data to verify identity, prevent duplicate votes, and ensure each student votes only once.

2. Computer Hardware & Accessories E-commerce Platform (*Group Project*)

[🔗 Figma](#) | [Documentation](#)

Collaborated on building an online platform for browsing, customizing, and purchasing computer components.

Integrated an **AI-based recommendation engine** and **Stripe API** for payments.

- **Technologies:** React.js, Node.js, MongoDB, Stripe API

3. NSBM Canteen Mobile Application (*Group Project*)

[🔗 Figma](#) | [Documentation](#) | [GitHub](#)

Co-developed a cross-platform mobile app to display live menus, nutrition details, and updates for university canteen services. Improved user experience with real-time content updates and feedback features.

- **Technologies:** Flutter, Firebase, REST APIs

4. Smart Water Irrigation System (*Group Project*)

[🔗 Documentation](#) | [GitHub](#)

Built an IoT-based solution to automate irrigation using soil moisture and environmental sensors. Enabled remote control and monitoring to optimize water use in agriculture.

- **Technologies:** Arduino Mega, ESP32, Blynk IoT

5. NSBM Accommodation Portal – Testing Module (*Group Project*)

[🔗 Documentation](#) | [GitHub](#)

Led the testing of a web portal for managing student accommodation, including automated unit and integration tests for user flows and admin controls.

- **Technologies:** Jest, Selenium, Node.js

6. Snake and Ladder Mobile Game (*Group Project*)

[Documentation](#) | [GitHub](#)

Worked with a team to develop a multiplayer mobile game with online/offline modes and secure user authentication.

- **Technologies:** Android Studio (Dart, Flutter, figma), Firebase Authentication

Education

- BSc. Hon Software Engineering - Plymouth university (NSBM University) | 2022-20025
- Advance Level - Minuwangoda Nalanda (Boys) Collage | 2016-2018

Course & Certificate

• AI/ML Engineer- beginner level certificate	SLIIT View
• Content Marketing Fundamentals	Semrush View
• Python for Beginners – Certificate of Completion	University of Moratuwa View
• Web Design for Beginners	University of Moratuwa View

Languages

- English,
- Sinhala