



DEESHANA LIYANGE

Computer Science Undergraduate

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[GitHub](#) | [LinkedIn](#) | [Website](#) | [Instagram](#)

PROFILE

Computer Science undergraduate with a strong foundation in Python, Java, web development, and Unreal Engine 5.

Experienced in applying programming skills to projects focused on user experience and problem-solving. Highly motivated to pursue a career in game development, with a passion for learning new technologies and creating immersive, interactive solution

EDUCATION

Feb 2023

University of Westminster, Department of Computing

Sep 2023 - Present

BSc (Hons) Computer Science

- Software Development I - 77
- Software Development II - 60
- Object Oriented Programming - 69
- Database Systems - 88
- Game Engine Architecture - 69

Bandarawela Central College

G.C.E Advanced Level 2022 - Physical Science

- Combined Mathematics - C
- Physics - C
- Chemistry - B

G.C.E Ordinary Level 2019

Dec 2019

- 9As

PROJECTS

DreamAuto (Software Development Group Project)

2025 - PRESENT

- A web app that helps users find the best vehicle based on their budget and preferences. It includes a machine learning recommendation system, a chatbot for finance and insurance guidance, a vehicle comparison tool, and a buying/selling platform.
- My Role: I developed the ML-based vehicle recommendation system, which analyses user preferences to suggest suitable vehicles.

Technologies used: Flask, MySQL, React

The Last Chance - Zombie Survival Game

2025

- A first-person shooter (FPS) survival game built with Unreal Engine 5. Features include AI-driven enemies, dynamic environments, interactive mechanics, and a lift system.

[YouTube](#) 

Technologies used: Blueprint (Unreal Engine 5)

Ticket Management System

2024

- Developed a real-time ticketing system that manages ticket releases and purchases efficiently. Used multi-threading to handle multiple users simultaneously and implemented synchronization techniques to ensure data integrity.

Technologies used: Spring Boot, Angular, MySQL

SKILLS

Technical Skills

- Object Oriented Programming
- Game Development
- Con-current Programming
- Full Stack Development
- Machine Learning

Programming Languages and Frameworks

- Java, Python, JavaScript, Spring Boot, React, Node.js, HTML, CSS, Angular, SciKit-learn, Blueprint (Unreal Engine)

Databases

- MySQL, PostgreSql

Developer Tools

- Git, VS Code, WebStorm, IntelliJ, Eclipse

Soft Skills

- Problem Solving, Multitasking, Time Management, Adaptability, Team Work

CERTIFICATIONS	
Java Object-Oriented Programming on LinkedIn Learning	December 2024
Angular Essential Training on LinkedIn Learning	December 2024
Learning Spring with Spring Boot on LinkedIn Learning	December 2024
TypeScript Essential Training on LinkedIn Learning	December 2024
WebSocket Communications with Node and Angular on LinkedIn Learning	December 2024
Introduction to C++ Programming and Unreal - Coursera Learner	August 2024

REFEREES

Uthpala Sooriya-Arachchi

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