

# AATHMAN THARMASANTHIRAN

## Computer Science and Engineering Undergraduate

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## EDUCATION

BSc Eng Hons

Department of Computer Science and Engineering, University of Moratuwa

Oct 2016 – Ongoing

- CGPA: 3.8254

## PROJECTS

### Dynamic Topic Modelling for social media texts [Python, NLTK, machine learning] (Ongoing)

A project to identify and visualize the topic evolution over a time window in a large text. The system will separate the large corpus into small documents, then it will identify the main topics in each document to plot a graph that shows the evolution of topics.

### Arthrocure [C#, Unity3D] (Sep 2018)

An exercise game for arthritis patients using Kinect sensor. The input will be the user movement, that will be captured by the sensor and the avatar in the game will move according to the user. When user moves his body to collect the coins in the game, he will be doing the required exercises to cure Arthritis.

### Accident Assistor for IEEE Hackathon [Android, Node.js, Twilio API, Arduino] (Sep 2018)

Usually people going for long drives, don't get help on time when they meet accidents. This app will help them in such situations by automatically calling for help. The vibration sensors attached to the car can be used to check for any kind of collisions, this can trigger the app to call for help.

### Inventory Management System with barcode reader [C#, .NET Framework, Microsoft SQL Server] (Mar 2018)

This is a desktop application used to manage the inventory of a Divisional Secretariat office. Recording of all purchases and tracking of stocks is the main objective of this system. It can generate monthly reports for printing and documentation purposes.

### Contributor Eclipse Foundation [Java] (Mar 2018)

Eclipse Advanced Scripting Environment (EASE) is one of the products by Eclipse to automate many IDE related tasks and improve the work flow of the IDE. I made a small commit for EASE, to automate git work flow including automatic push and pull. This will help new users to understand the uses of EASE.

### Bank Transaction and Loan Processing System [PHP, MySQL, HTML, CSS] (Nov 2018)

This project mainly focuses on database design for a bank including normalization, denormalization, access control in database level as well as in application level. ACID properties are also considered in the transaction part of the system.

## LIFE PHILOSOPHY

*"If you are nothing without the suit, then you shouldn't have it" - Tony Stark*

## EXPERIENCE

### Game Developer, Dialog Axiata PLC [C#, Unity3D] (Dec 2018)

Developed a spelling game for children using Unity game engine. User has to collect the letters in the correct order in order to form the spelling of a word. This is a 3D mobile game for both Android and iOS.

## ACHIEVEMENTS

### Winner: hackX

Sep 2018

- Inter-university hackathon organized by University of Kelaniya.

### Winner IEEE SS12 Pilot Competition

Sep 2018

- Hackathon organized by the IEEE Student Branch of University of Moratuwa

### Asian Finalist IEEE SS12

Sep 2018

- Representing University of Moratuwa - out of 400+ participants in 100+ universities of Asia.

### Finalist Yarl Geek Challenge

Nov 2018

- Hackathon organized by Yarl IT Hub

## SKILL PROFILE

Java	Python	PHP	Android	C#
.NET Framework	Unity 3D	MySQL		
Microsoft SQL Server	HTML5 & CSS			
Node.js	Mongo DB	C++		
JavaScript	jQuery	Blender		
Arduino	Windows	Linux		



### University Management System

[PHP, MySQL, HTML, CSS, JavaScript, jQuery] (May 2018)

A web solution for a university with features like course enrollment, assignment submission, etc. This project focuses on front end, user input validation, access control in the application level, etc.



### Multi-threaded game simulation [Java] (Nov 2017)

A project given to try out the OOP principles. Warrior objects will move towards a treasure chest in a lake full of various fishes, some of them are harmful. The first warrior to get the treasure will win the game.

## REFEREES

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