AATHMAN THARMASANTHIRAN

Undergraduate
Dept. of Computer Science and Eng.
University of Moratuwa.

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in https://linkedin.com/in/aathman-tharmasanthiran

🔗 https://github.com/AathmanT

TECHNICAL SKILLS

Skill	Rating
Java	★★★★★
Python	★★★★★
Android	★★★★★
PHP	★★★★☆
C#	★★★☆☆
.NET	★★★☆☆

HTML, CSS, JavaScript

MySQL Database

Node.js

Unity3D

OPERATING SYSTEMS

Windows, Kali Linux, Ubuntu

PERSONAL STATEMENT

A highly motivated and hardworking individual, with desire for Software Architecture, Web Development, Mobile Development and Artificial Intelligence. Seeking an internship in the industry to build my skills and start a career as a Software Engineer.

EDUCATION

Bachelor of Computer Science and Engineering (2016 - present)
University of Moratuwa   (Moratuwa, Sri Lanka)

- **Currently Studying at Semester 5**
- **CGPA : 3.8254**

Secondary Education (2007 - 2015)
St. John's College   (Jaffna, Sri Lanka)

Advanced Level Examination

- **3A's (Combined Mathematics, Physics and Chemistry)**
- **District Rank 23 (Z Score – 2.3597)**

Ordinary Level Examination

- **7A passes for Mathematics, Science, Hinduism, English, Business studies, History and Information technology, B Pass for Tamil and C Pass for English Literature**

HONORS, AWARDS AND PARTICIPATIONS

- **Winner (Group) - hackX 2018 organized by University of Kelaniya**
- **Winner (Group) - IEEE SS12 Pilot Competition organized by IEEE University of Moratuwa Student Branch**
- **Asian Finalist (Group) - IEEE SS12 organized by IEEE Education Society Madras Section**
- **Finalists (Group) - Yarl Geek Challenge 2018**
- **Participation (Group) - Brainstorm 2018 organized by IEEE EMBS Student Branch Chapter at University of Moratuwa**
- **Participation (Group) - Real hack 2018 organized by University of Kelaniya**
- **Participation (Group) - 4iR Hackathon organized by SLASSCOM**

Experience

- **Game Developer, Dialog Axiata PLC** (**2018 - present**) [C#, Unity3D]
  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.

PROJECTS

- **Dynamic Topic Modelling for social media texts** (ongoing) [Python, NLTK, Deep Learning]
  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** (**2018**) [Unity3D, C#]
  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** (**2018**) [Android, Node.js, Twilio API, Arduino]
  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** (2018)
  [C#, .NET Framework, Microsoft SQL Server]
  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** (2018) [Java]
  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** (2018) [PHP, MySQL, HTML, CSS]
  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.

- **University Management System** (2018) [PHP, MySQL, HTML, CSS, JavaScript, jQuery]
  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** (2017) [Java]
  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.

EXTRA CURRICULAR ACTIVITIES

Clubs and Societies
- **Prefect – St. John's College (2013/15)**
- **Member of Science Union – St. John's College (2013/14)**
- **Member of English Union – St. John's College (2013/14)**
- **Member of Tamil Literary Association - University of Moratuwa (2016 - present)**

Games
- **Captain of Chess Team – St. John's College (2013/14)**
- **Member of Chess Team – St. John's College (2006/13)**
- **Member of Scrabble Team – St. John's College (2013)**

REFERENCES

Dr. Uthayasanker Thayasivam
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