Anushan **Vimalathasan**

Oshawa, ON

anushanvimalathasan@gmail.com | https://github.com/AnushanV | https://www.linkedin.com/in/anushan-vimalathasan/

Education

Ontario Tech University

Ontario, Canada

BSc (Hons), Computer Science — *Sept. 2017 - Apr. 2021*

- GPA: 4.0/4.3
- Key Courses: Mobile Devices, Web Application Development, Data Structures, Analysis and Design of Algorithms, Software Quality Assurance

Projects

Warp Jumper

Unity, C# — *Jan. 2021 - Mar. 2021*

- Developed a 2D Platformer game using C# and Unity
- Designed 4 different levels where players control a character to defeat enemies and perform platforming challenges
- Used object oriented design principles to implement multiple enemies and obstacles

Mock Auction System

C++, Java, JUnit, Shell scripts — *Jan. 2020 - May. 2020*

- Worked in two separate teams of 2 to create an auction system that allows users to simulate auctions
- Developed a text based front-end system in C++ that allows users to list items, buy items, and manage their credit
- Developed a back-end system in Java that processes the transactions made by users
- Carried out automated tests using shell scripts and JUnit

StockChamp

JavaScript, HTML, CSS, MongoDB — *Jan. 2020 - May. 2020*

- Worked in a team of 3 to create a website that allows users to subscribe to stocks and view stock data and news
- Created and managed a MongoDB database to store user login information, and their subscribed stocks
- Retrieved stock and news data using Alpha Vantage API and News API

MapChat

Dart, Flutter, SQLite, Firebase — *Sept. 2019 - Dec. 2019*

- Worked in a team of 3 to create a mobile chat application for Android devices using the Flutter SDK
- Used geolocation and Mapbox API to allow users to share their location with other users
- Stored user information and chat logs in the cloud using Firebase

Garbage Classification

Python, Numpy, Pandas, TensorFlow, Keras, Google Colab — *March 2021*

- Trained a machine learning model using Keras and TensorFlow to classify images of garbage into six classes
- Used a dataset of about 2500 images to train and test the model
- Collaborated with a partner using Google Colab

HobbyMate Prototype

Google Docs, Google Slides, JavaScript, HTML, CSS — *Sept. 2020 - Dec. 2020*

- Worked in a team of 4 to prototype a mobile application that allows users to learn or teach hobbies during the COVID-19 pandemic
- Followed the design thinking process
- Conducted research on hobbies during the COVID-19 pandemic with interviews and questionnaires
- Documented the proposal, requirements, research, scenarios, and prototypes in written reports using Google Docs
- Created a webpage prototype using JavaScript, HTML, and CSS, and another prototype using Google Slides

YouTube Playlist Sorter

JavaScript, HTML, CSS, Bulma CSS Framework — *Jan. 2021 - Present*

- Created a webpage where users can enter a YouTube playlist URL and sort the videos based on their preferences
- Users are shown two videos from the playlist at a time, and are given the option to select which video they prefer
- Implemented the insertion sort algorithm to sort the videos based on the comparisons done by the user
- Retrieved videos from a YouTube playlist using the YouTube Data API

Skills and Technologies

Java, Python, C++, C, C#, JavaScript, HTML, CSS, Dart, Git, Unity, Flutter