

DINITH PRIYANKARA

COMPUTER ENGINEERING UNDERGRADUATE

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PROFILE SUMMARY

Final year Computer Engineering undergraduate with a strong interest in building intelligent, scalable, and impactful technology. Experienced in backend development, machine learning, and embedded systems, with hands on involvement in real world projects from full-stack web platforms to AI-powered computer vision applications and IoT-based systems. Skilled at collaborating across teams and adapting quickly to new technologies. Driven by curiosity and a deep passion for solving real problems through practical innovation in software, AI, and hardware.

EDUCATION

BSc. Engineering (Hons.) In Computer Engineering

Apr 2022 - Present

University Of Jaffna

PROJECTS

Automated Examination System ([GitHub](#))

Jan 2025 – Jun 2025

- Built the backend for a full-stack examination system with Spring Boot and PostgreSQL, featuring user auth, exam management, and result processing.
- Designed database schema, optimized queries, and implemented role-based access control (RBAC).
- Collaborated with frontend devs to define API contracts and ensure smooth integration.

Tech Stack: Spring Boot, PostgreSQL, React, REST APIs, Git, GitHub

All-in-One Adventure Companion Wearable ([GitHub](#))

Jan 2025– Apr 2025

- Developed a Flutter application for Bluetooth Classic communication between Android devices and the ESP32-based wearable, enabling device scanning, connection management, and terminal-style data exchange.
- Coordinated closely with hardware and firmware teams to ensure seamless integration and reliable communication between the wearable and the mobile app.

Tech Stack: Flutter, Dart, Bluetooth Classic, ESP32, ESP-IDF, Embedded C

WebRTC Music Jam Platform ([GitHub](#))

Mar 2025– Jun 2025

- Developed a real-time collaborative music jamming web application using WebRTC, Socket.IO, and JavaScript. Enabled musicians to join virtual rooms for low-latency audio/video streaming, text chat, screen sharing, and interactive mic/camera control.
- Designed a responsive UI for seamless use across devices, facilitating remote band practice, songwriting, and live collaboration.

Tech Stack: WebRTC, Socket.IO, Node.js, JavaScript, HTML/CSS

- Fine-tuned a YOLOv8 object detection model to accurately detect football players and referees in match footage. Integrated with OpenCV for real-time video processing and visualization, including automatic team-wise player identification and marking.
- Enabled enhanced player tracking and analytics in sports video analysis.

Tech Stack: Python, YOLOv8, OpenCV, PyTorch

SKILLS

- **Programming Languages:** Java, Python, C++, JavaScript (Vanilla)
- **Software Development:** Spring Boot, REST APIs, SQL, HTML, CSS, CI/CD (GitHub Actions), Test Automation
- **Machine Learning & AI:** TensorFlow, Keras, scikit-learn, Neural Networks (MLP, CNN, RNN, LSTM), YOLO, Hugging Face Transformers, LangChain, Explainable AI (SHAP, LIME, Integrated Gradients)
- **Embedded Systems:** ESP32 (ESP-IDF), AVR Programming (ATmega)
- **Data & Analytics:** NumPy, Pandas, OpenCV
- **Networking & Security:** Basic network configuration, security protocols
- **Tools & Frameworks:** Git, Docker, JUnit

CERTIFICATIONS

- Javascript Practicals Crash Course [\(Certificate link\)](#)
- Professional Certificate in SQL and SQL for Data Analysis [\(Certificate link\)](#)
- Linux Terminal for beginners [\(Certificate link\)](#)

AWARDS AND ACHIEVEMENTS

- **AlgoXplore 1.0** Jan 2025
- **MoraXtreme 9.0** Oct 2024

VOLUNTEERING

IESL Student Member Nov 2023 - Present

- Actively participated in IESL-organized projects like techno exhibition, applying engineering knowledge to solve real-world problems while developing leadership abilities.

REFEREES

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