ADDRESS LINE 1   shaun.gunaw@gmail.com   +61 451 762 546
CITY, STATE   linkedin.com/in/shaun-gunawardane
POST CODE   Website: goaheadshaun.github.io/

Shaun Gunawardane

Education

The University of Adelaide | 2020 – 2023
Bachelor of Electrical and Electronic Engineering (Honours) - 2nd year student

TAFE SA | 20th – 23rd JAN 2020
Introduction to Python Programming

Work Experience

ADFCGP Australian Defence Force Cyber Gap Program | JAN – DEC 2021
Institute: Australian Defence Force (ADF) / Australian Government Digital Emerging Talent Programs
Designed and implemented systems for various elements of cyber security through C++. The program also provides mentoring by Digital Transformation Agency personnel and **membership with the Australian Computing Society (ACS).**

ASD Cyber Security and Robotics | 25th – 30th NOV 2019 | Canberra ACT
Institute: Australian Signals Directorate (ASD)
Conducted forensic examinations of hard drives, implemented encryption and decryption methods using C++, identified and analysed web vulnerabilities and email compromises and programmed robots using Arduino technology.

Competitions

International Collegiate Programming Contest | 23rd JAN 2021
  - Division 2 National Rank: 25 (Competitive Programming)

National Finalist - SUBS in Schools Technology Challenge | JUL 2016 – JUN 2017 | Perth WA
Hosted by: Re-Engineering Australia and the Australian Submarine Corporation (ASC)
CAD designing and Manufacturing of a Remotely Operated Underwater Vehicle. This was done using Arduino technology, electrical circuitry, and Autodesk Inventor software in a team of 5.
  - National Final Rank: 3   - State Final Rank: 1

Projects

Chess | 1st SEP – 18th AUG 2020
C++ (Self-assigned)
A text-based chess game created through object-oriented programming. The game includes valid chess piece rules and a checking system.

Brick Breaker | 15th DEC 2020 – 4th JAN 2021
Java (Self-assigned)
A platformer game where the player must smash a wall of bricks by deflecting a ball off a slider. The game includes a speed change each time the ball collides with the slider. This was done utilising 2D graphics and object-oriented programming.

Additional Experience, Programs and Achievements

Graphics Designer and Video Editor for Open-Source Collective (OSC) | DEC 2020 - PRESENT
A Google Developer and Microsoft Learn Student Club – University of Adelaide
Designed graphics art, motion graphics, animations, posters, and banners for OSC advertising and production using Adobe After Effects CC.
O' Week Orientation Event for University of Adelaide | 22nd – 26th FEB 2021
Welcomed and toured new university students around the engineering and computer science faculties. Designed / printed posters for OSC.
Cyber@ANZ Program | 7th – 14th FEB 2021
Involved in a social engineering investigation and a digital investigation using Wireshark and a HxD reader.
National Youth Science Forum Year 12 Program (NYSF) | 9th – 12th JAN 2019 | Brisbane QLD
I was the Rotary Club of Adelaide, scholarship recipient who was sponsored to participate in this residential forum which introduced STEM opportunities for students who have shown a strong interest in STEM.
Interview Panel Member for NYSF 2020 Selection | 21st – 22nd DEC 2020
Volunteered as an interview panel member for the selection of participants of "NYSF YEAR 12 PROGRAM 2020" JULY 2019.

Languages and Technologies

Programming:	Java (Proficient)	Python (Experienced)	MATLAB (Familiar)	Adobe:	Premiere Pro CC 2020 (Proficient)
	C++ (Proficient)	Arduino (Experienced)			After Effects CC 2020 (Proficient)