

Shaun Gunawardane

Education

The University of Adelaide | 2020 – 2023 (Ongoing)

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 (Ongoing)

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 (Division 2) | 23rd JAN 2021

- 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

Text-Based Chess Game | 1st AUG – 18th SEP 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 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)	Verilog (Experienced)	Arduino (Familiar)		After Effects CC 2020 (Proficient)