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# Shaun Gunawardane
Associate Member – Australian Computer Society

## Education

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

**TAFE SA | JAN 2020**
Introduction to Python Programming

## Work Experience

**Analyst and Technologist | NOV 2021 – FEB 2022| Canberra ACT**
Australian Signals Directorate (ASD)
(Internship offer received and accepted)

**ADFCGP Australian Defence Force Cyber Gap Program | JAN 2021 – DEC 2021 | Canberra ACT**
Australian Government Digital Emerging Talent Programs
Completed various online cybersecurity assessments. **Rank 20/300** in Capture the Flag competition. Completed the one week placement in Canberra. Was provided mentoring by Digital Transformation Agency personnel.

**ASD Cyber Security and Robotics | 25th – 30th NOV 2019 | Canberra ACT**
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.

## Programs and Leaderships

**Google Developer Student Club Lead for University of Adelaide | JUN 2021 - PRESENT**
Introducing and expanding the knowledge of cybersecurity throughout the university. Head of the Open Source Collective student club.
**Campus Tour Leader - 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.

## Languages and Technologies

Programming:   Java (Proficient)  Python (Experienced)  MATLAB (Familiar)  |  Adobe:  After Effects CC 2020 (Proficient)

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**C++** (Proficient)     **Verilog** (Experienced)     **Arduino** (Familiar)     **Autodesk: Inventor Professional** (Proficient)