

Shaun Gunawardane

EDUCATION

The University of Adelaide - Bachelor of Computer Science

FEB 2020 - DEC 2023 (Expected)

GPA: 6.67 / 7.00

Coursework: Data Structures and Algorithms, Operating Systems, Parallel & Distributed Computing

EXPERIENCE

Software Engineering Intern @ Google, Sydney, NSW

NOV 2022 - FEB 2023

- Improved the runtime performance of a Google Maps integration testing tool by 4 hours which allowed engineers to detect performance regressions significantly faster. **Tech: Java.**
- Implemented a live monitor that periodically displays statistical analysis for the same tool. This allows for obvious performance regressions to be detected early, hence saving significant development time. **Tech: Python.**

Software Engineering Intern @ Australian Submarine Corporation, Adelaide, SA

FEB 2022 - OCT 2022

- Designed a 2D modeling application which utilised drag-and-drop mechanics and plotting tools. Engineers at ASC used this application to design orthographic drawings to aid in the construction and development of the Collins-class submarine. **Tech: C# .NET framework.**

Cybersecurity Intern @ Australian Signals Directorate, Canberra, ACT

NOV 2021 - FEB 2022

- Created an in-house industrial control system through the Distributed Network Protocol virtual environment, including a master and multiple outstations. The protocol was used as an education platform to help identify the best practices in cyber security and demonstrate proof of concept. **Tech: Rust, Raspberry Pi.**

LEADERSHIPS

Chief Operating Officer & Co-Founder @ Ravi's Study Program (RSP)

AUG 2022 - FEB 2023

- Co-founded and currently coordinating the RSP charity, a free annual bootcamp designed to train programming students to ace coding interviews for prestigious tech companies. In three years, we've graduated 131 students, resulting in 200+ job offers, with 75 from big-tech or high-frequency-trading firms.

Lead @ Google Developer Student Club for the University of Adelaide

JUN 2021 - JUL 2022

PROJECTS

Clubhaus | Javascript, Vue.js, CSS, HTML, MySQL

FEB 2023 - JUN 2023

- Developed a minimalist university club sharing website, Clubhaus, facilitating user registration, event RSVPs, and club management. Made a significant impact by providing an efficient platform for university clubs to engage members, streamline event organisation, and enhance overall administrative processes.

Brick Breaker | Java

DEC 2020 - JAN 2021

- Created a platformer game where the player must destroy 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.

COMPETITIONS

- 1939 ELO - **LeetCode** contest ranking (Top 4% Globally)
- 9th Place Nationally - **International Collegiate Programming Contest** (Division 2)

SEP 2022

JAN 2022

LANGUAGES

Proficient: Java, C#

Experienced: C++, Javascript, Python, Rust, MATLAB