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+61 ### ### ##

# Shaun Gunawardane

Associate Member – Australian Computer Society | Student Member – Engineers Australia

## EDUCATION

The University of Adelaide - Bachelor of Computer Science

Expected Graduation: JUL 2024

## EXPERIENCE

[Upcoming] Software Engineering Intern @ Google

Sydney, NSW

NOV 2022 – FEB 2023

Software Engineer Intern

Australian Submarine Corporation

Adelaide, SA

FEB 2022 – OCT 2022

Designing a 2D modelling interface which utilises drag-and-drop mechanics, plotting tools, and dimension/measurement calculation. This application would be used by Engineers at ASC 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

Investigated communication protocols used in Industrial Control Systems and built a distributed network protocol (DNP3) environment which simulated an electricity network. Packet capture analysis was used to assess data flow. The contributed tools were used as an education platform to enable insight into cybersecurity in ICS environments. *Tech: Rust, Wireshark, Power Systems Generator.*

Cyber Gap Program Participant

Australian Defence Force

Canberra, ACT

JAN 2021 – DEC 2022

Completed online challenges on topics such as system baselining, vulnerability scanning, log analysis and malware analysis. Rank 20/300 in the program's Capture the Flag contest. *Tech: Wireshark, Yara Rules and Elastic*

## COMPETITIONS

1924 ELO – LeetCode contest ranking (Top 4% Globally)

SEP 2022

9<sup>th</sup> Place Nationally – International Collegiate Programming Contest (Division 2)

JAN 2022

3<sup>rd</sup> Place Nationally – SUBS In Schools Technology Challenge

Perth, WA

JUN 2016 – JUL 2017

## PROJECTS

Rubik's Cube Render

WebGL

JUN 2022 – JUL 2022

Created an intuitive, functional, web-based 3D Rubik's Cube render using matrix mathematics and WebGL. The cube can be smoothly rotated in 3D space and twisted on all slides through mouse events.

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.

Text-Based Chess Game

C++

AUG 2021 – SEP 2022

Designed a text-based chess game through object-oriented programming. All chess pieces function as expected and a checking system was implemented.

## PROGRAMS AND LEADERSHIP

Coordinator – Ravi's Study Program (RSP)

AUG 2022 – PRESENT

RSP is an intensive coding bootcamp which trains students to land internships in big-tech. My primary responsibility on top of planning and organisation is to work with the mentors of the program to guide students over a 3-month training period.

Google Developer Student Club Lead for University of Adelaide

JUN 2021 – JUL 2022

President of Open Source Collective – Digital Student Hub for University of Adelaide

JUN 2021 – PRESENT

Cyber@ANZ Program – Social Engineering and Digital Investigation

FEB 2021

National Youth Science Forum Year 12 Program – Scholarship Recipient

Brisbane, WA

JAN 2019

## LANGUAGES AND TECHNOLOGIES

Proficient: Java, C++

Experienced: C#, Rust, MATLAB, JavaScript

Tech: Wireshark, Autodesk Inventor, Adobe After Effects