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Shaun Gunawardane

Education

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

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

Work Experience

Analyst and Technologist Intern | **NOV 22nd – FEB 18th** | Canberra ACT
Institute: Australian Signals Directorate (ASD)
(Offer received and accepted)

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

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

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), C++ (Proficient), Verilog (Experienced), Arduino (Familiar)

Adobe: Premiere Pro CC 2020 (Proficient), After Effects CC 2020 (Proficient)