Kosma Inoj Akalanka

Mannisenmäentie 6 as 24, 40270, Jyväskylä, Finland

Education

University of Moratuwa

Nov. 2016 – July 2021

Colombo, Sri Lanka

Galle, Sri Lanka

Bachelor of Science in Engineering (Honors)

• Major: Biomedical Engineering

• Class: Second Upper

• **GPA**: 3.54

• Final Year Project: Measurement of Presence in Virtual Reality Using EEG

Richmond College

Aug. 2013 – Aug. 2015

General Certificate of Education Advanced Level

• Results: Combined Mathematics (A), Chemistry (A), Physics (B)

National Rank: 336District Rank: 39Z-Score: 2.2557

Experience

Synopsys Inc June 2021 - Dec. 2023

Research and Development Engineer II

Colombo, Sri Lanka

- Working at ZeBu (industry leading FPGA based emulation platform by Synopsys) Engineering Operations and Analytics team
- Gained expertise in different components of **ZeBu** such as Frontend, zTopBuild, zCoreBuild, zPar, zNetgen, zTime, zFPGA. Also **Automation**, **Data Analytic** and **Web Development** too.
- Worked on end-to-end individual/team projects which improved quality and performance aspects of ZeBu. Also supported existing projects and **regression convergence** too.
- Key projects: Redundant C++ header cleanup using IWYU, LCOV Dashboard, Critical Benchmark Analysis Report Generator, Fractal Branch Integration, L1 Bulk Breakage Analyzer, Quality Monitoring Systems, Maintaining Compile Time Benchmark Comparative Analysis View & ZeBu Regression Scheduler.

LE Robotics Pvt Ltd July 2019 – Dec. 2019

Research and Development Engineer - Intern

Colombo, Sri Lanka

- Worked on projects related to a middle scale industrial Robotic Arm Development.
- Gained expertise in Embedded Systems Development.
- Key projects: Researched to enhance YOLO object detection algorithm using ARM Assembly language, Developed a customized Printed Circuit Board (PCB) and firmware for a Torque Sensor, Implemented a C# application to calibrate a camera automatically before it is used for object detection.

Projects

Redundant C++ header cleanup using IWYU tool $\mid C++$, Clang, IWYU tool

Nov. 2023

- There was a need to clean redundant header inclusions in ZeBu source code files which were mostly written in C++.
- A tool called **IWYU** (**Include What You Use**) which is compatible with **Clang** compiler was finalized to use in this purpose.
- Collaborated with ZeBu DevOps team to understand how IWYU could be utilized with ZeBu build (compiling) commands and successfully able to remove redundant headers with manual effort for chosen C++ source code files while gaining size reduction in .o files.
- Started planning an automation using Python as there are lots of source code files to be cleaned up.

LCOV Dashboard | XMLHttpRequest, Shell scripts, Cron jobs

Aug. 2023

- Centralized page was essential to monitor line coverage data and its interpretations for every component in ZeBu.
- Collaborated with coverage team and utilized Coverage API, Jira API and Owners API to gather basic data.
- Identified incorrect owners assigned to multiple components while gathering data and started a separate initiative on correcting them also.
- Implemented dashboard showing useful raw/interpreted data and analytics.
- Utilized Bootstrap, CSS, JavaScript, XMLHttpRequest, Google Charts, HTML in the front-end and PHP, Python, SQLite, Shell scripts, Cron jobs in the back-end.

${\bf Critical\ Benchmarks\ Analysis\ Report\ Generator}\mid {\it Bootstrap,\ JavaScript,\ PHP,\ Python,\ SQLite}$

June 2023

- An automation was essential to generate an email report which was done manually by ZeBu Backend Product Verification(PV) team.
- Collaborated with above PV team in order to understand the requirements.
- Developed a system with User Interface (UI) where anyone can submit a source excel sheet and generate the email report.
- Email Report contained charts and tables which summarized findings from analyzing critical benchmark data.
- Utilized HTML, Bootstrap, CSS, JavaScript for UI Development and PHP, Python, SQLite, Jira API, internal APIs to generate email report.

Fractal Branch Integration | Perforce, C++, Regression testing

April 2023

- There was a need for a new branch of a existing release where developers able to checkin their code and build quickly related to an important project call Fractal. So, current release was then branched to a new branch called "Fractal Branch".
- Provided support for managing the new branch where changes from the release branch need to be integrated and build manually in collaboration with a folk from USA time-zone.
- Managed an excel sheet, wiki page and teams channel where new builds' info were updated and announced.
- Utilized **Perforce** commands, **C++** knowledge and **Regression testing** while integrating, resolving conflicts, building the executable and submitting changelists. Had to work with folks from different time-zones like USA, France, Taiwan and India when there were conflicts in changelists while resolving.

Quality Monitoring System (QMS) | HTML, CSS, Google Charts, Perl, Jira API

Oct. 2022

- A system which tracks benchmark quality was needed for few important projects in ZeBu.
- Developed a generalized system which contained a dashboard with analytics in the front-end and set of data-mining scripts and databases in the back-end.
- HTML, CSS, Bootstrap, JavaScript and Google Charts were used in the front-end. PHP, Python, Perl, Jira API, SQLite were used in the back-end.

Maintaining CTBM CAN and CTBM ZRS | Perl, JSON, YAML

Feb. 2022

- Supported new updates/changes in Compile Time Benchmark (CTBM) Comparative Analysis View (CAN) and CTBM ZeBu Regression Scheduler (ZRS) systems according to the requests.
- CTBM CAN contains **perl** code base and had to learn **Perl** in order to cater requests regarding that.
- CTBM ZRS contains JSON, YAML formats and had to learn them in order to cater its requests.
- There were some special requests to change few sections of above systems which I am not very much familiar with. So, had to experiment and find solution by researching.

Objective Measurement of Presence in Virtual Reality (VR) | C#, Unity, Blender, Virtual Reality June 2020

- This is the Final Year group project, conducted at the University.
- Utilized VR development, 3D modeling, bio-signals (electroencephalogram, electrocardiogram) and statistical knowledge in order to research for a measurement to quantify presence (someone's engagement) in Virtual Reality.
- Took part in 3D modeling VR Objects using **Blender**, designing questionnaire in **Unity** for VR and conducting the **research** study.
- Analyzed bio-signals collected using statistical methods and published an article with the findings.

$\textbf{YOLO optimization using ARM Assembly} \mid \textit{C++}, \textit{In-line Assembly}, \textit{Processor Architecture}$

Nov. 2019

- There was a need in the Robotic Arm which was developing, to identify objects' interventions efficiently using Raspberry Pi 3B+ when it is moving in its pre-defined trajectory.
- Studied **ARM ISA** in order to find assembly level instructions so that mathematical calculations can be optimized using parallel computations and findings were presented to team members using PowerPoint.
- Applied **ARM architectural**, **microprocessor** and **C++ programming** knowledge in order to optimize You Only Look Once (YOLO) real-time object detection algorithm so that it can be efficiently run on Raspberry Pi 3B+.
- Cooperatively developed **in-line assembly** code in Code Blocks IDE.

PCB & Firmware for a Torque Sensor | C, Electronics, PCB Designing, SPI, I2C, UART

Sept. 2019

- There was a plan to develop a Torque Monitoring System in order to monitor torque values of the joints in a Robotic Arm. Initially PCB and its firmware developments were finalized.
- Utilized electronics (microcontroller, ADC, USB-UART converter etc), PCB designing (OrCAD) knowledge and C programming knowledge in order to develop a compact PCB and its firmware to receive quantified torque values from a torque sensor and send them to a PC for further analysis.
- Also learned communication protocols such as I2C, SPI, UART.

Technical Skills

Languages: Python, C++, C, C#, Perl, HTML/CSS, JavaScript, PHP, SQLite, csh, bash

Developer Tools: Unity, Blender, VS Code, Code Blocks, Visual Studio, Atmel Studio, MATLAB, Scilab, Vim, Jira

Technologies/Frameworks: Linux, Perforce, GitHub, Bootstrap, Symfony, Beautiful Soup, Latex

Publications

• T. T. N. Bahavan, S. Navaratnarajah, D. Owinda, I. Akalanka, R. Peiris, and A. D. Silva, "Towards an objective measurement of presence, place illusion, and plausibility illusion in virtual reality using electroencephalography." Virtual Reality, 2023, doi: 10.1007/s10055-023-00815-x.

https://link.springer.com/article/10.1007/s10055-023-00815-x

Professional Qualifications

Institute Of Engineers Sri Lanka - IESL

May 2022 – Present

IESL

Associate Member

Honours / Awards

Dashboard Competition - 2nd Place

Sept. 2023

 $Auto\ Checkin\ Approval\ (ACA)\ Dashboard$

 $Synopsys\ Inc$

Above & Beyond Team Award

Aug. 2023

 $\label{eq:excellent} \textit{Excellent team effort to improve ZeBu~R\&D~regression~TAT~with~increased~coverage}$

Synopsys Inc

Execution Excellence Recognition

June 2023

 $Successful\ support\ for\ Fractal\ integration$

Synopsys Inc

Execution Excellence Recognition

May 2023

Excellent Team Work for MH L0, CCA, L0/L1 Prime

Synopsys Inc

Above & Beyond Individual Award

Mar. 2022

Designing and implementing of Quality Monitoring Systems and continuous support in maintaining

Synopsys Inc

Execution Excellence Recognition

Nov. 2021

 $Enhancing\ CTBM\ and\ Automation\ crons$

Synopsys Inc

Extracurricular

Swimming

2012 - Present

Trained as a swimmer. Participated school level swimming meets and placed in couple of competitions.

Life Saving

2012 - Present

Completed Basic, Elementary, Intermediate and Bronze levels and became a Professional Life Guard.

References

Subramanian Chebiyam

Dir. R&D - Systems Design Group

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Vaishnavi Sundaralingam

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