Projects Book

Buddhika P. De Silva
Department of Computer Science and
Informatics,
Uva Wellassa University

Project Name: Recycle Media App

Used Technologies : Android, Firebase , Digital Arts , HTML, Bootstrap.

Description : Social media platform for sharing creative recycle DIY projects and awareness platform for save earth from plastics.

What I learnt : Dealing with large number of data of people, Security concerns when maintaining a social media, Building a product that makes positive impact to people and the environment , Improve android development skills and digital painting skills , Creating DIY creative items using plastics
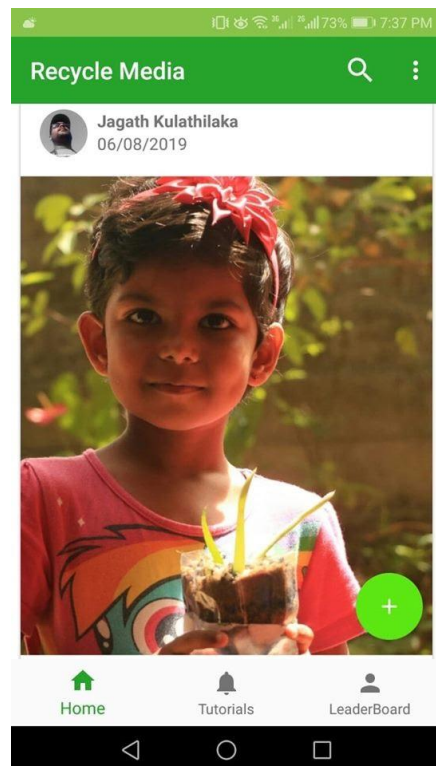
Project URL :https://play.google.com/store/apps/details?id=in.tvac.bevylabs.photoblog

Project Name: Maze-Solving Robot

Used Technologies : Arduino , Sensors (Color , ultrasonic) , Maze Solving algorithms

Description : This robot is designed for grab objects with color detection , wall maze solving and going though the limited spaces.

What I learnt : Working with sensors , improved problem solving knowledge , team work , learnt to convert ideas into codes , working with limited time schedules.
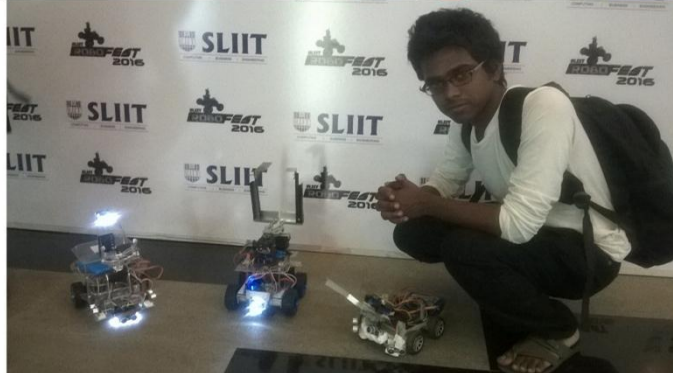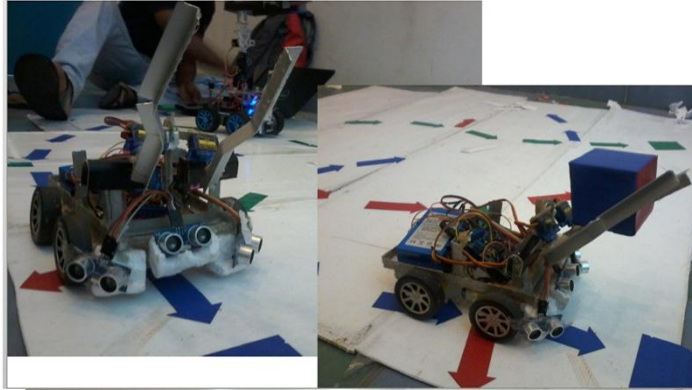
Project Name: Python Sinhala

Used Technologies: Android Studio, Java, HTML , Bootstrap

Description: An android application that helps people to startup with programming. It has over 5000 downloads through the Google Playstore.

Project URL :
play.google.com/store/apps/details?id=bevylabs.buddhika.pythonsinhala

What I leant : How to improve ideas (I continuously improved eBook that I wrote in my school time into multifunctional guide to programming students), Marketing a product , UI designing , tutorial planning.
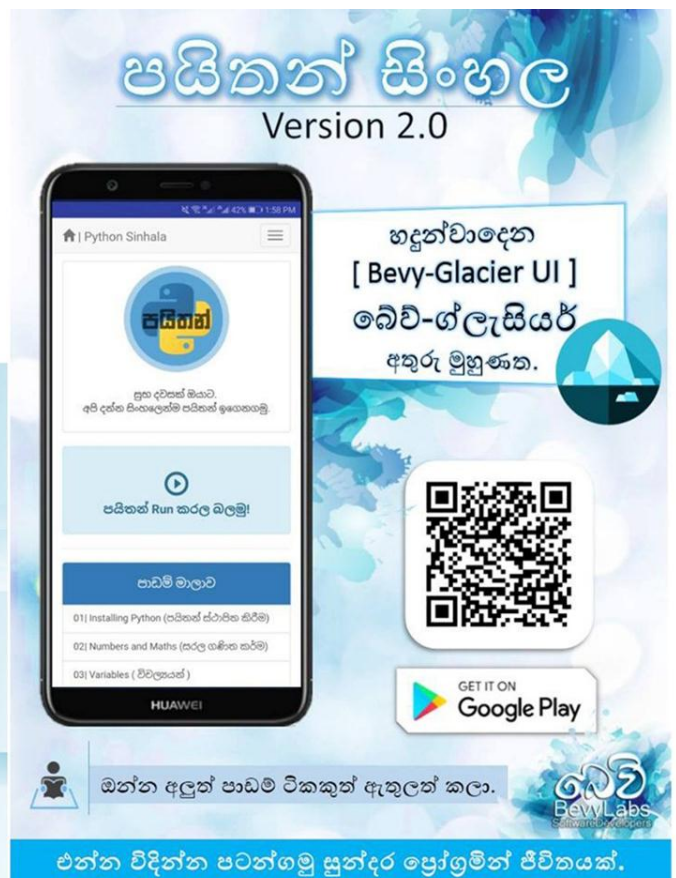
Project Name: "Amba Yaluwa" – The Concentration Device

Used Technologies: Arduino ,NodeMCU, C , Electronics

Description: A concentration device that based on psychology techniques (Color psychology , Pomodoro technique)

Awards : 3rd Place (Bronze Medal) in Applied Science & Technology "Sahasak Nimeum" National Exhibition and Competition 2018 An Exhibition Organized by Sri Lanka Inventors Commission.

Merit Award - National Best Quality ICT Awards (NBQSA) 2018 Organized by British Computer Society (BCS) – The Chartered Institute for IT.

Finalist IEEE SS12 MakerFair South Asian Exhibition and Competition 2018 An innovations exhibition Organized by IEEE

What I learnt : Believing the ideas ,psychology techniques, prototyping, improving the version of an hardware project , 3D printing , working with interrupts in micro controllers.

Project Name: NoteReview App

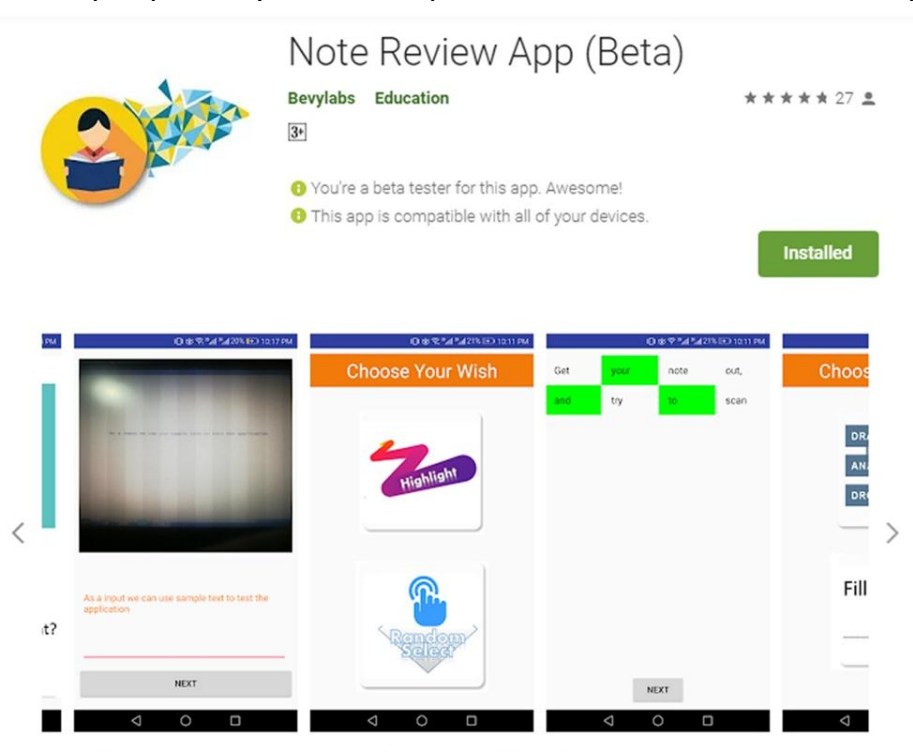**Used Technologies:** Android Studio, Java, Google Vision API

Description: A solution for review notes and can evaluate the user in less than in 2mins.

Awards : Gold Medal - IPITEx 2019 (International Exhibition and Competition) Bangkok International Intellectual Property Invention, Innovation and Technology Exposition.

1st Place (Gold Medal) in ICT Category "Sahasak Nimeum" National Exhibition and Competition 2018 An Exhibition Organized by Sri Lanka Inventors Commission

Project URL : play.google.com/store/apps/details?id=com.bevylabs.buddhika.notereview

What I learnt : Working with a team to achieve a goal. Convert ideas into code. Inspire others , 1st experience with android development / Google vision Api , Improving UI and UX in products , presentation skills , working with highly tied schedules, Gifts are impact for the people very much , Represent in an international competition as a Sri Lankan .

# Project Name: Hithumathe Jeevithe – The Android Game

Used Technologies: Unity, Adobe PS, Autodesk SB, FL-Studio.

Description: Sri Lanka's first game with a rap music. A platformer action game.

Project URL : play.google.com/store/apps/details?id=com.BevyLabs.Hethumathe

Awards : 1st place UWU Game Jam 2018 , A Game Hackathon Organized by Mozilla Campus Club - UWU.

What I learnt : To inspire others and get their skills on the stage , working with Unity engine , creative thinking, drawing , connecting the people.
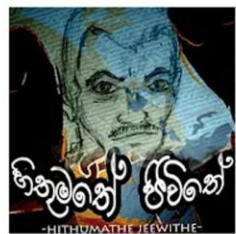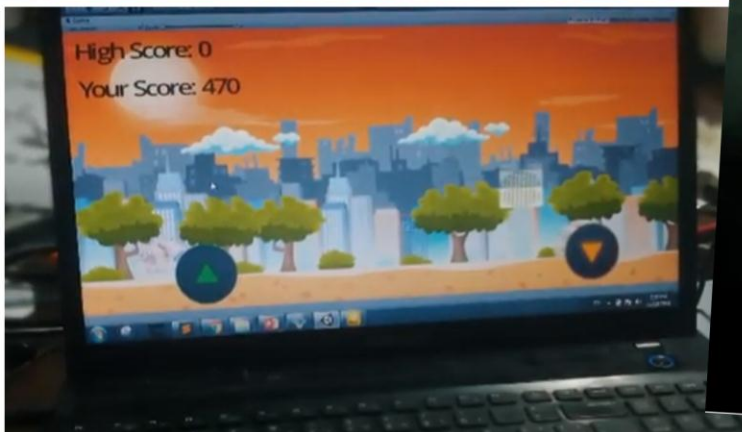
Project Name: "BevyLabsFlyBee"

Used Technologies: Linux kernel, Python, OpenCV, Processing

Description: An autonomous drone that can fly using detecting lines.

What I learnt : Improved dedicated mindset for achieve goals. Feels like as an scientist when planning the algorithms / doing calculations on papers / convert ideas into codes, improved team working skills , Had fun with the drone and got some risks when it fly , improved demonstration skills when it explaning in exhibitions.
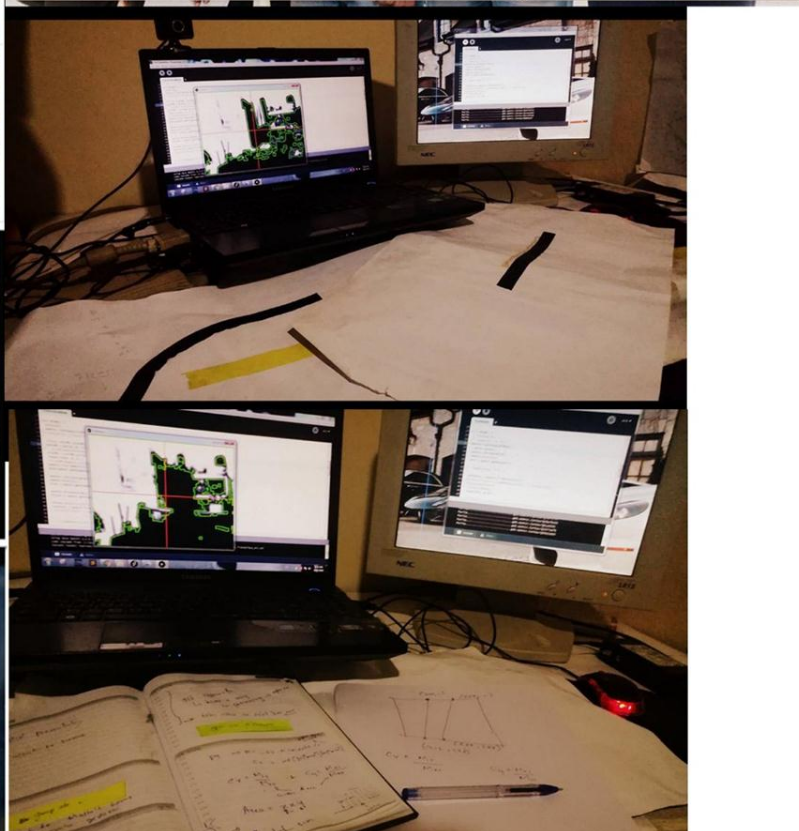
Project Name: BeeBattleBot

Used Technologies : Arduino , heavy motor controlling , working with remote controllers

Description : Battle robot that can push heavy weight and damage opponents.

**What I learnt :**Experience with heavy motors , improved critical thinking , team work skills , Creative designing.

Project Name: Project "GenACMS"

Used Technologies: Arduino, C, Electronics, MS Excel.

Description: A solution for measuring/indicating A/C voltages levels with real-time monitoring system.

What I learnt : Worked with a professional , learnt about industrial equipments, Data visualization , how to solve real world problems using programming,
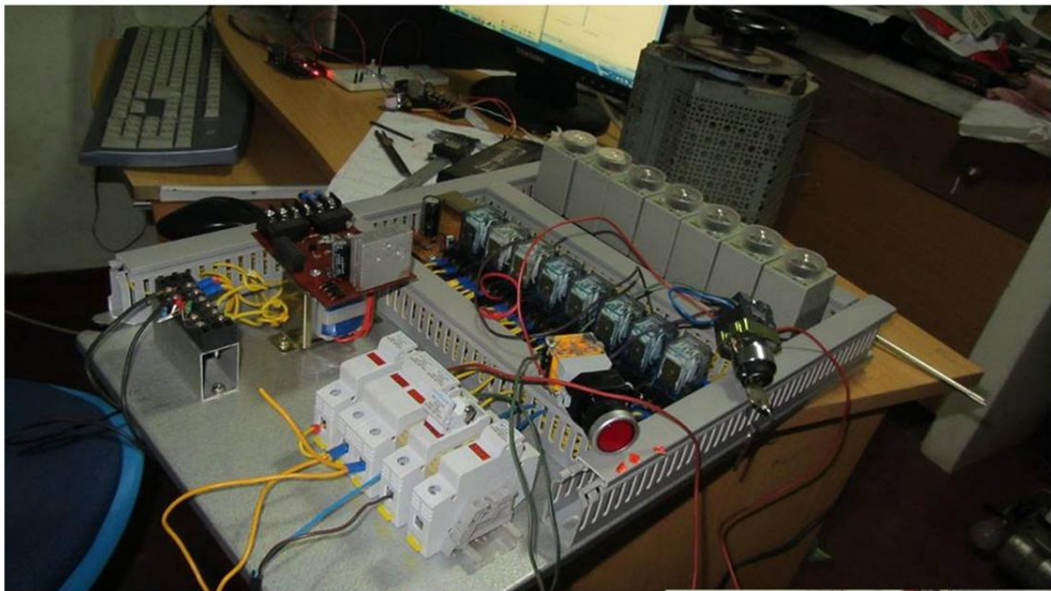
Project Name: Robot SilverTips

Used Technologies : Arduino , Sensors (Color , ultrasonic , IR)

Description : This robot is designed for grab objects with color detection , line maze solving and going though the limited spaces.

What I learnt : Working with sensors , improved problem solving knowledge , team work , learnt to convert ideas into codes , working with limited time schedules.

Awards : 5th place of Xboticx 2016 A task based Robotics Competition organized by Faculty of Engineering, University of Ruhuna.
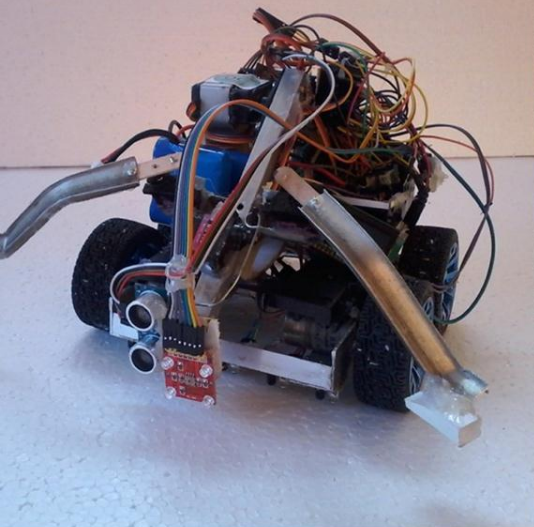
Project Name: Blacky

Used Technologies : Arduino , heavy motor controlling , working with remote controllers

Description : Battle robot that can push heavy weight and damage opponents.

What I learnt : Experience with heavy motors , improved critical thinking , team work skills.

Project Name: BevyMINIbot

Used Technologies : Arduino , heavy motor controlling , working with remote controllers

Description : BevyMINIbot is a concept for a family friendly robot. He has many abilities like Holding small weight like transporting cup of tea, control with your TV remote. We are developing it as a low cost product.

What I learnt : As my first robotics project I really inspired, CAD Designing , prototyping , working with motor controlling , signal pass using IR sensors.
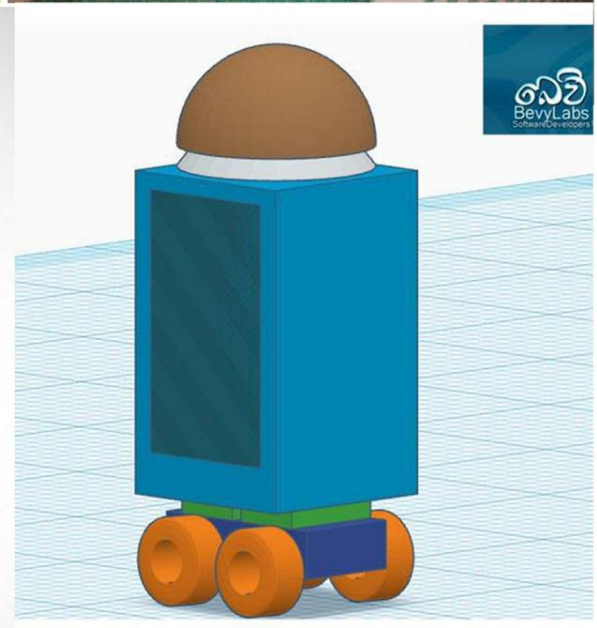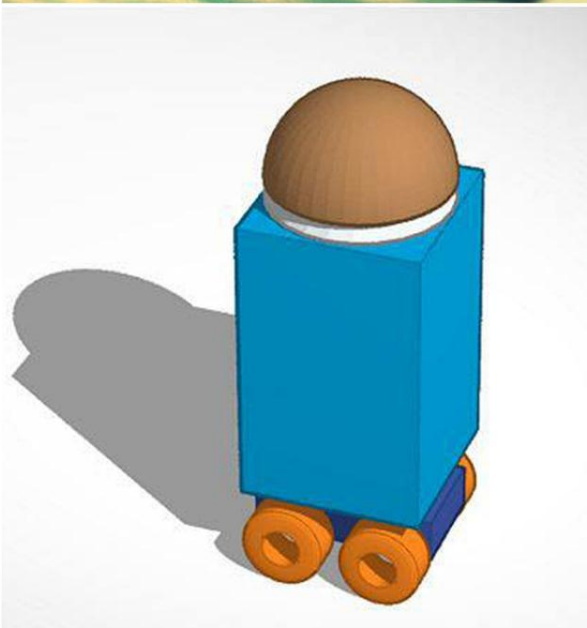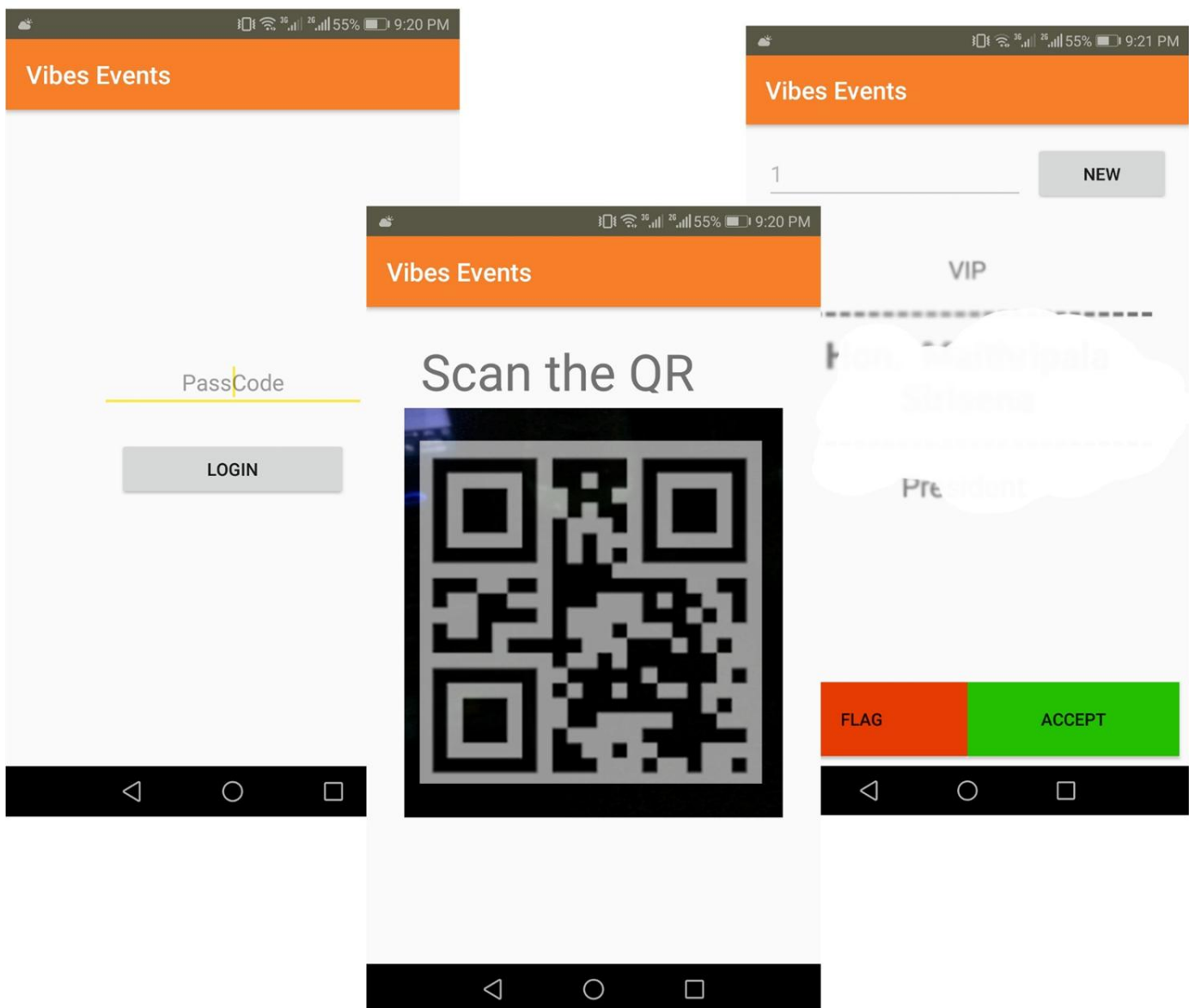
Project Name: Project "Vibes"

Used Technologies : Android, Firebase, Google Vision API, MS Excel

Description : A mobile solution for who want to mark attendance of a large number of people in less amount of time.
Successfully implemented for a VIP event in Sri Lanka.

What I learnt : How I work with a highly risky project , working with realtime database like firebase, Manage time with the busy time schedule , Data pass between more than one different databases , Build more responsive application , improve the UX / UI with feedbacks

Project Name: Social Noti.

Used Technologies : Unity, Vuforia , Augmented Reality.

Description : This application can check and display social media notifications in one place with augmented Reality. As the markers I used social media icons , if camera point out to it , below that notification are appear.

What I learnt : Think in different way to use AR for solve real world problems , Learnt more about Unity and Vuforia.
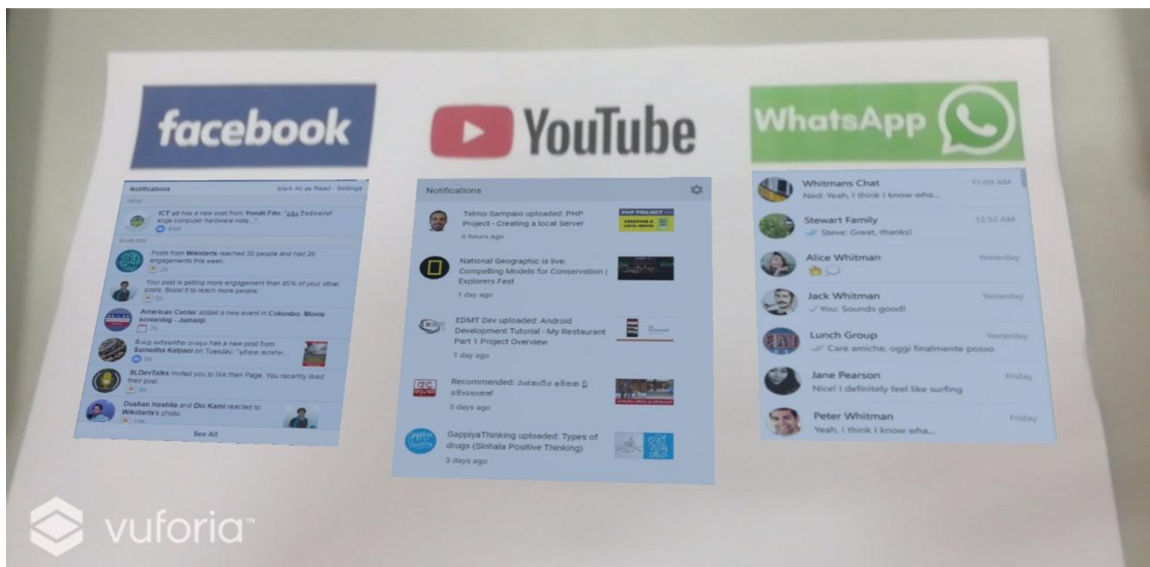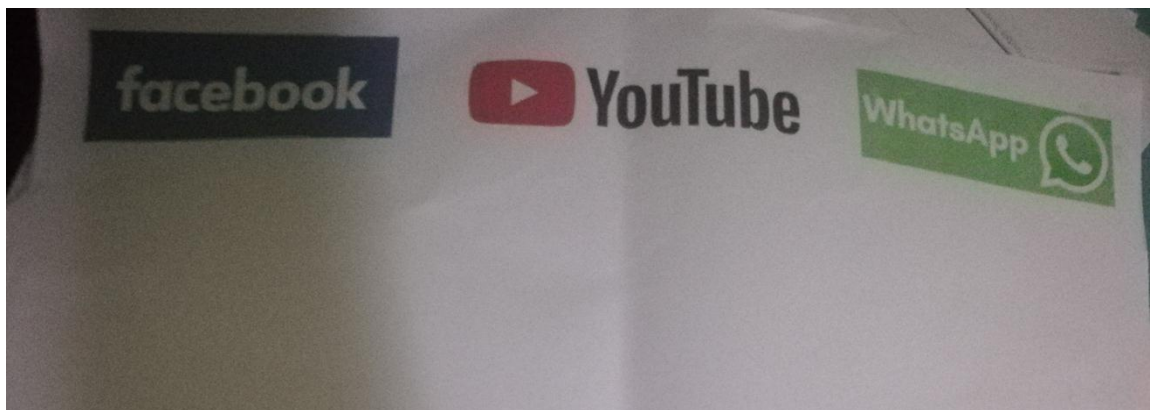
As a Digital artist / Concepts designer