Waruna Raveesha

Computer Engineering Undergraduate

As a driven undergraduate deeply passionate about fortifying the realms of Cyber Security and Computer Engineering, I bring a wealth of advanced skills in Information Technology to the table. Through my academic pursuits and hands-on experiences, I've cultivated a strong foundation in software development and mitigating cyber threats. My unwavering commitment to excellence, coupled with a track record of reliability and diligence, underscores my readiness to tackle complex challenges in the cybersecurity landscape. Eager to contribute my expertise to a forward-thinking organization, I am poised to embark on a journey of continuous learning and growth, driven by a fervent desire to make meaningful contributions to the ever-evolving world of IT security.

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Raveesha Lokuge

RaveeshaLokuge

Technical Skills

- Java
- JavaFX
- HTML
- CSS
- C++
- SQL
- Firebase
- Dart
- Flutter
- Python

Academic Qualifications

BSc in Computer Engineering

General Sir John Kotelawala Defence University

2021 - Present

Professional Qualifications

Professional Certificate in Cyber Security

Informatics Institute of Technology (IIT Campus)

2023

Certifications

Ethical Hacking Essentials (EHE)

EC-Council

Networking Basics

CISCO

FCA - FortiGate 7.4 Operator

EC-Council

FCF - Getting Started in Cybersecurity

Fortinet

FCF - Introduction to the Threat Landscape

Fortinet

FCF - Technical Introduction to Cybersecurity

Fortinet

Publications

The Emergence of AI-Powered Voice Deception in Social Engineering Attacks: Navigating a New Threat Landscape

PenTest Magazine

Soft Skills

- Team Working
- Time Management
- Critical Thinking and Problem Solving
- Decision Making
- Leadership

Languages

- Sinhala
- English

References

Dr. Buddhitha Hettige
Head – Department of Computer Engineering, Kandawala Road, Dehiwala-Mount Lavinia 10390.
Email : budditha@kdu.ac.lk

Pasan Maduranga
Lecturer – Department of Computer Engineering, Kandawala Road, Dehiwala-Mount Lavinia 10390.
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Projects

E-marketplace For Farmers

This platform is tailored to foster seamless connections among farmers, traders, and harvest transporters, facilitating a broader range of purchasing options for buyers while ensuring fair pricing for farmers. Additionally, it offers valuable opportunities for harvest transporters. By leveraging this app, the incidence of corruption stemming from intermediaries can be significantly reduced.

Technologies used: Flutter, Dart, Firebase

Fingerprint Based Vehicle Starting System

This project entails a secure car starting system utilizing fingerprint authentication technology, integrated with Arduino and ESP32 boards. The system allows for the registration of multiple fingerprints and includes a fail-safe mechanism to notify the owner via a mobile app in case of unauthorized access attempts. Moreover, the owner can remotely monitor and capture video footage from within the car through the app interface.

Technologies used: Arduino, ESP32

Library Management System

This library management system is a user-friendly software designed to efficiently organize and manage library resources. It allows librarians to catalog books, track borrowing records, and assist patrons in finding and borrowing books.

Technologies used: Java

Hand Gesture-Based Access Control System Using Raspberry Pi and Computer Vision

Developed an innovative access control system using Raspberry Pi and computer vision. Utilizing a Pi camera, the system recognizes hand gestures for access control. An open palm gesture activates the relay to unlock the door, while a closed hand gesture locks it. This project showcases expertise in computer vision, hardware integration, and practical application development.

Technologies used: Python, Raspberry Pi

Interactive Word Meaning Lookup and Text-to-Speech Application

Developed a Python application for quick word meaning retrieval and text-to-speech functionality. Users input a word to receive its definition from an online dictionary. An integrated "speak" button enables instant audio playback of the definition.

Technologies used: Python

Android Census Data Management App

Created an Android app using Java and Android Studio for census data management. The app supports CRUD operations and allows users to add profile pictures using the device camera.

Technologies used: Java, Android Studio

Multi-Agent Simulation of COVID-19 Spread Using NetLogo

Created a NetLogo simulation to analyze COVID-19 transmission dynamics and intervention effectiveness. Parameters include mask-wearing, vaccination rates, population density, infectiousness, and recovery probabilities. This project enhances understanding of pandemic dynamics through agent-based modeling.

Technologies used: NetLogo

I HEREBY CERTIFY THAT THE ABOVE DETAILS ARETRUE & CORRECT TO THE BEST OF MY KNOWLEDGE.

-Waruna Raveesha-