Shevinu Nawalage

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Education

Memorial University of Newfoundland **Sep. 2021 – April 2025**
Bachelor of Science in Computer Science (GPA: 3.91 / 4.0) *St. John's, NL*

Relevant Coursework

- Data Structures and Algorithms
- Discrete Mathematics for Computer Science
- Software Engineering
- OOP and Human-Computer Interaction
- Foundations of Computer Systems
- Computer Architecture and Design

Personal Projects

SafePass | *Java, SQL, JUnit* **May 2023 - Present**

- A desktop application which prioritizes local storage to store passwords locally for enhanced security.
- Utilizes hashing algorithms such as PBKDF2 with HmacSHA256 to hash and salt passwords for password storage.
- Built with the possibility to use plug-in interfaces for more modularity by utilizing the MVC design pattern and adherence to Object Oriented Programming Concepts such as Encapsulation, Inheritance, Polymorphism and Abstraction.
- Ongoing: Utilizing Spring Boot for enhanced functionality and configuration, implementing a SQL database for data management, and creating a user-friendly interface with JavaFX.

Sheldon | *Python, Flask, HTML, CSS, JavaScript, AWS Elastic Beanstalk* **May 2023 - June 2023**

- Developed a responsive Full-Stack Chatbot application using OpenAI API, specifically tailored to respond to queries related to portfolio building, thereby streamlining user interaction.
- Implemented a persistent caching mechanism to optimize response times and significantly reduce the number of costly API calls.
- Leveraged AWS Elastic Beanstalk for efficient application deployment and management, ensuring high availability and scalable performance.

Data Structures and Algorithms | *Java, Python* **April 2023 - Present**

- Created a repository featuring my solutions to 75+ popular and complex coding problems related to DSA.
- The repository encapsulates a broad range of problem-solving strategies, including Backtracking, Dynamic Programming, and Sorting Algorithms, among others, demonstrating versatility and advanced proficiency in algorithmic thinking.

School Projects

Can't Stop | *Java, Swing* **January 2023 - April - 2023**

- Collaborated with a team of four to develop a desktop game that digitally replicates the Can't Stop Board Game.
- Specialized in back-end development, designed and implemented the game logic using Java, effectively translating the physical game rules into a virtual environment.
- Implemented a comprehensive algorithm to determine the relative positioning of the pieces on the board according to the dice rolls. Algorithm also determines the winner based of the dice positioning represented in multiple data structures
- Implemented load/save functionality through serialization utilizing Data Storage classes to save the current state of the board allowing for the future possibility of networking as well.

Experience

Memorial University of Newfoundland - CITL **Oct 2022 – April 2023**
Design and Development Assistant *St. John's, NL*

- Designed and deployed interactive educational webpages and posters using HTML and CSS.
- Created instructive modules simplifying Windows, Mac, and Chrome OS operations for tech novices, bridging the knowledge gap and empowering users.
- Performed an extensive usability analysis on the Brightspace website and proposed user-centric enhancements to bolster efficiency and user experience.

Technical Skills

Languages: Python, Java, HTML, CSS, JavaScript, SQL
Developer Tools: PostgreSQL, Git, pip, VS Code, IntelliJ IDEA, terminal
Technologies/Frameworks: JUnit, Swing