



SUDEEPA RANASINGHE

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Passionate undergraduate in Network and Software Engineering with strong interests in Network Security, Cloud Computing (AWS), and extending interests in Web Development and Machine Learning, focused on innovation and continuous learning.

WORK EXPERIENCE

Trainee Telecommunication Engineer at SLTMobitel: Under the Network and Transmission section, I gained knowledge of SLTMobitel's Core and Aggregation layer networks. I also acquired on-site experience in fault detection, managing new connections within the Access network, and repairing faulty devices at the repair center. **2023 Oct - 2024 Jan**

PROJECTS

Extremely Low Frequency (ELF) based Sensing and AI/ML- based Identification of Micro-UAS **2024 Jan - Present**

- Final Year Project: Developed a passive sensing drone detection system with an antenna, analog frontend, ADC, and advanced DSP techniques. Currently designing a machine learning model for real-time detection.

Potato Disease Classifier **2024 May- 2024 Jul**

- Developed a high-accuracy CNN model for potato disease classification using Keras and TensorFlow, with data preprocessing in NumPy and OpenCV. Deployed the model via Docker and FastAPI for web-based predictions.

Hand Tracker System **2024 Jul - 2024 Aug**

- Developed a Python-based real-time hand detection and tracking system using OpenCV and MediaPipe.

PizzaDen food Ordering System with Mobile App **2023 Feb - 2023 Oct**

- Group Project involved developing a website and mobile app with the MERN stack, incorporating Tailwind CSS, HTML, and CSS. Implemented CRUD operations and authentication while following Agile methodology.

FoodGala Online Restaurant Website **2022 Mar - 2022 Aug**

- Developed an online restaurant website using the MERN stack, integrating essential functionalities including CRUD operations, advanced search capabilities, and a seamless cart management system.

Marvel Sport Club Database System **2022 Mar - 2022 Jun**

- Implemented a MySQL database system for Marvel Sport Club, designed a schema for efficient management of the club's operations, and optimized system performance through database tuning.

Tic-Tac-Toe Brainy Game **2023 May - 2022 Oct**

- Implemented an interactive and visually appealing game device, incorporating microcontroller programming using Atmel Studio to develop the programming logic and algorithms.

EDUCATION

- BSc.Eng.(Hons) in Electrical and Information Engineering | University of Ruhuna **2020 Mar - Present**
- G.C.E. Advanced Level | Holy Family Convent - Kurunegala **2010 Jan - 2018 Dec**

SKILLS

Soft Skills : Observation | Planning | Problem solving | Collaboration | Communication | Active learning | Adaptability

Technical Skills : C, C++, Java | HTML, CSS, JavaScript, Tailwind CSS, Bootstrap, Express.js, React, Node.js | MySQL, MongoDB | Git, GitHub | Ubuntu | Cisco Packet Tracer | Proteus, LTspice | AWS basics | Machine Learning | Data Structures & Algorithms | OOP

OTHER DETAILS

Certificates

- AWS | Comupte Services Overview , AWS Cloud Technical Essentials **2024**
- Cisco Networking Academy | Cybersecurity **2024**
- Coursera Project Network | Docker for absolute beginners **2024**
- UniCat -Computer Training Center | Certificate Course in Programming C/C++ **2020**

Extracurricular

- Secretary | Power & Energy Society | IEEE | University of Ruhuna
- WebMaster | WIE Affinity Group | IEEE | University of Ruhuna
- OC Memeber | Eminence 3.0
- OC Member | HaXtreme 2.0
- Member | AIESEC Ruhuna
- Certificate Course for Soft Skills Development (CCSSD)| Career Guidance Unit | University of Ruhuna

REFERENCES

Dr. W. N. B. A. Geeth Priyankara , Lecturer,
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