

DULINDU OWINDA

A responsible, dedicated and disciplined individual possessing a wide variety of technical skills from hardware level to software level and soft skills including fast learning. I am eager to adapt to challenging situations where I would contribute myself to serve the society.

☎ +94 702100240
🌐 dulindu.github.io

@ dulinduowinda@gmail.com

in [linkedin.com/in/dulindu-owinda](https://www.linkedin.com/in/dulindu-owinda)

EDUCATION

University of Moratuwa

Nov 2016 - Present

Bachelor of Science Honors in Engineering
Major : Biomedical Engineering
Department of Electronics and Telecommunication Engineering
GPA : 3.227/4.20 as per 6th semester

Richmond College, Galle

2000 - 2015

G.C.E. Advanced level Examination
Combined Mathematics (A) Physics (A) Chemistry (A)
District Rank : 15, National Rank : 181, Z - Score : 2.4154

EXPERIENCE

Infosys Instep Internship, Bangalore DC, India

1st of July 2019 - 16th of December 2019

Successfully interned for a period of 24 weeks as a part of Instep, Infosys's Global Internship Program (No.1 ranked internship by Vault in 2019, 2020 and 2021) under the mentorship of Mrs. Gnanapriya C (Associate Vice President and Senior Principal Architect, ECSADMCATS, Infosys Ltd). This internship related with following two major projects.

- Feature extraction and classification of EEG for Brain Computer Interface (BCI).
- Ambulance emergency patient administration and remote healthcare monitoring system.

TECHNICAL SKILLS

- Programming in Python, C-sharp, Java and more
- Game development with Unity
- Hardware programming in Verilog and Arduino
- Web development in HTML
- Signal processing in Matlab
- Circuit designing, simulations and debugging with Orcad, Proteus and LTSpice

FIELDS OF INTEREST

- Brain Computer Interface (BCI)
- Virtual Reality and Game Development
- Programming
- Internet of Things (IoT)
- Robotics and Automations

PROJECTS

Objective Measurements of Presence in Virtual Reality Using EEG (Final Year Project)

Feb 2020-Present

In this research experiment, EEG is used to identify reproducible statistical significant physiological correlates of Presence in Virtual Reality to reflect two factors of Presence which are called Place illusion (PI) and Plausibility illusion (PSI).

Instrumentation Amplifier Use-Case in ECG Amplification

Sep 2020

Designed an instrumentation amplifier after calculating relevant parameters using op-amps to amplify ECG signals removing signal inferences.

Ambulance Emergency Patient Administration and Remote Healthcare Monitoring System

Oct-Dec 2019

Designed a real-time monitoring IoT system to interpret patient's vital signs and other related information securely with healthcare providers while the patient's being delivered by the ambulance.

Feature Extraction and Classification of EEG Signals for Brain Computer Interface (BCI)

Jul-Sep 2019

Developed an algorithm to extract band power features of EEG signals taken from Emotiv Insight EEG headset to build a brain computer interface which can classify different mental status and tested the algorithm for a light switching use case.

Processor Implementation Using Verilog

Jun 2019

Used Verilog hardware description language and FPGA development board in order to implement a customized processor which is able to down sample an image.

SOFT SKILLS

- Fast learning and adapting skills
- Strong presentation skills
- Team working skills
- Research skills