## Nipun Himash Wedisinghe

## Contact

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Email: nipun.himash.97@gmail.com

## **Education**

BSC (HONS) IN COMPUTER SCIENCE | 2018-Present University of Sri Jayewardenepura

DIPLOMA IN
INFORMATION TECHNOLOGY
| 2017
ESoft metro campus,
Panadura.

TAXILA CENTRAL
COLLEGE,
Horana.
GCE Advanced Level | 2017
GCE Ordinary Level | 2013

## Skills

#### PROGRAMMING SKILLS

- C
- Java
- Python
- R
- HTML
- CSS
- SQL
- JavaScript

## **About me**

I'm an undergraduate computer science student at the University of Sri Jayewardenepura who is enthusiastic about the field of machine learning and artificial intelligence. I'm currently seeking for a job in this industry to start my career. In addition, I design. I create 3D architectural renderings of homes and other structures as a hobby. Additionally, I have led the designing team for "ESTADISTICA 2K19", the annual statistical convention at Sri Jayewardenepura University.

## **Online Certifications**

- ORACLE CLOUD INFASTRUCTURE FOUNDATIONS CERTIFIED ASSOCIATE | 2021
- GOOGLE DATA ANALYTICS CERTIFICATION COURSERA | 2022 -PRESENT
- MACHINE LEARNING STANFORD UNIVERSITY | 2022-PRESENT COURSERA

## **Project Experience**

# EXPLAINABLE AI METHODS FOR IDENTIFYING THE CRITICAL AREAS OF CHEST X-RAY IMAGES | 2022 - PRESENT

This is my final year research project. My main goal is to provide a better system to provide explanations to chest x ray images by combining multiple explainable ai methods.

#### **HOTEL MANAGEMENT SYSTEM | 2021**

This system allows a user to book a hotel room and order room service by interacting with the website. Also managing staff can keep track of the reservations, orders, and the users who signed in as customers. Develop project concepts and maintain optimal workflow.

- Backend was created by using java spring boot with OOP concepts.
- with REST APIS for CRUD operations.
- Frontend developed by using HTML, CSS and JavaScript.

#### TIC TAC TOE GAME WITH AI | 2019 | AI EXTENSION AT 2021

Created a Tic Tac Toe game using object-oriented programming concepts and integrated an AI bot to play with.

- Used python to create the game
- To create the bot, I used MINIMAX algorithm where the bot tries to maximize its reward at each play

## **Skills**

#### **TECHNICAL SKILLS**

- Adobe Photoshop
- Adobe Illustrator
- Adobe XD
- Figma
- Sketchup

#### **SOFT SKILLS**

- Leadership
- Communication (English\Sinhala)
- Teamwork
- Time management
- Problem solving
- Project management

## Non-Related Referees

Dr. Ravindra De Silva
Head,
Senior lecturer,
Department of Computer
Sciences,
University of Sri Jayewardenepura,
Sri Lanka.
ravi@sjp.ac.lk

## Dr. Rajitha M. Silva

Senior lecturer,
Department of Statistics,
University of Sri Jayewardenepura,
Sri Lanka.
rsilva@sjp.ac.lk

## **Project Experience Continued**

#### FIREFLY ALGORITHM FOR TSP PROBLEMS | 2021

created an implementation for discrete type "travelling salesman problem "using the original research article of authors.

- Used the benchmark problem repository TSPLIB.
- Model was evaluated using five TSPLIB instances.
- Using Octave open-source language.

#### COVID-19 ANALYSIS OF GERMANY 2021 | 2021

Individual project to statistical analysis COVID 19 issues in Germany and comparison with other countries.

- Used RStudio for analysis and visualization of data
- R markdown for preparation of the report

#### IMAGE CLASSIFICATION USING CONVOLUTIONAL NN | 2021

Created a machine learning model to classify images in to 10 categories using convolutional neural network in "cifar10" dataset.

- Used TensorFlow keras to create two convolutional layers with one hidden layer to classify images.
- Model was able to classify images to 10 classes with 70% 80 % accuracy.

#### **DIGITAL FORENSICS - TOOLS AND METHODOLOGIES | 2021**

Group project under computer security about tools and methodologies used in Email, Mobile, Network forensics investigations.

 Conducted a mini research type project on email forensics topic about the methodologies and how tools work in action.

## **Extracurricular Activities**

- IEEE USJ SB
   Member (2021 present)
- STATISTIC SOCIETY USJ Designing team head of ESTADISTICA 2K19, The annual statistics convention.
- COMPUTER SCIENCE SOCIETY - USJ Member (2018 present)
- Leo Club Of District 306
   C2 Usj Member
   (2020 present)

## **Declaration**

I HERE BY DECLARE THAT THE FACTS GIVEN ABOVE ARE GENUINE TO THE BEST OF MY KNOWLEDGE AND BELIEF.

Date Signature