

Nisitha JAYATILLEKA

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EDUCATION

2015 | BAsc. Engineering (spec. Mechatronics) - UNIVERSITY OF TORONTO.
GPA(Last 2 years): 3.17
Deans List: 2013-2014

SKILLS

- Programming Languages: Python, Java, C++, Javascript, Bash.
- Algorithms and Data Structures, Web development (Django, MEAN), Machine Learning (Tensorflow, Sci-kit Learn), Hobbyist game developer.

WORK EXPERIENCE

OCT 2016 | Co-founder & Fullstack Developer MI-BOT SOLUTIONS (START-UP). | FUNDED BY UOFT HATCHERY.
JUN 2017 | Facebook Chatbot for Retail Industry
Using Django, MySQL, OpenAI

- Designed a mock, live website to showcase the functionality of the client-side.
- Helped implement the chatbot AI for Product Browsing and Customer Service.

PROJECTS

CO-FOUNDER, DEVELOPER & GAME DESIGNER AT ADAHAS (START-UP).

Indie. game development

Using Unity

- Implemented character movement and enemy AI.
- Implemented models and animations through Spriter and Blender for 2D and 3D assets respectively.
- Developed workflow and design pipeline for the project to increase efficiency and coordinated tasks amongst team mates.

CLONE OF SUPER MARIO BROS.

Android/Desktop game written using Java (Android Studio)

Developed the first level of the classic Super Mario Bros. for desktop and Android platforms.

- Used Tiled to create the world map.
- Implemented basic game mechanics, animations and controls.

Undergraduate Thesis CONTROL OF MICRO-BOTS VIA MAGNETIC FIELD MANIPULATION.

Vision Feedback Control system - Simulink, Matlab, OpenCV, Arduino, C++

- Developed a theoretical model of the movement of the microbot.
- Designed the feedback control system and implemented it using an Arduino Mega 2560.
- Achieved visual tracking of the bot using OpenCV library.

University of Toronto Mechatronics Design Association MECHANICAL TEAM LEAD (2014 -2015).

Construction of Robotic Submarine for participation in the San Diego Robosub Competition.

Lead the construction of a new submarine, and its peripherals.

- Recruited members for the mechanical team and lead the onboarding of the new recruits.
- Lead the team in designing a completely new hull for the submarine.
- Designed and impletemented various testing procedures for hull integrity.
- Set timelines and milestones for the project guaranteeing the completion of the submarine for participation in the competition.

FURTHER LEARNING

- Neural Networks for Machine Learning (U of T at Coursera) - Geoffrey Hinton
- Machine Learning (Stanford University at Coursera) - Andrew Ng
- Deep Learning Specialization on Coursera (Current)