



# K. D. SUNERA AVINASH CHANDRASIRI

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<https://kdsuneraavinash.me>

## PROFILE

A computer science undergraduate who has a passion for algorithms and problem-solving. I am also interested in web technologies and mobile app development. A GNU/Linux Enthusiast.

- Portfolio: <https://kdsuneraavinash.me>
- Github profile: <https://github.com/kdsuneraavinash>
- LinkedIn profile: <https://www.linkedin.com/in/kdsuneraavinash>

## TECHNICAL STRENGTHS

<b>Programming Languages</b>	Python, Dart, Java, JavaScript, Golang, C++, PHP
<b>Frameworks &amp; Technologies</b>	Django, Flutter, React, Express, Arduino, OpenCV
<b>Web Development</b>	HTML5, CSS, Bootstrap, WordPress
<b>Databases</b>	PostgreSQL, MySQL, Firebase Firestore

## EDUCATION

### University of Moratuwa

Undergraduate, Bsc (Computer Science and Engineering)  
Dean's List - Semester 1, 2, 3, 4, 5

*September 2017 - Present*

Current SGPA: 4.07/4.2

### Kalutara Vidyalaya – National School

GCE Advanced Level Examination  
All A Passes in Physical Sciences stream (Island rank 76<sup>th</sup>, District Rank 2<sup>nd</sup>)

*July 2013 - June 2017*

Z-Score: 2.680

### Courses and Certificates (MOOC)

– Building Cloud Services with the Java Spring Framework	<i>Coursera</i>
– Building Scalable Java Microservices with Spring Boot and Spring Cloud	<i>Coursera</i>
– RESTful API with HTTP and JavaScript	<i>Coursera</i>
– Networking Essentials Course	<i>Cisco</i>
– Introduction to Packet Tracer	<i>Cisco</i>

## COMPETITION AWARDS

IEEEExtreme 12.0 (2018) & 13.0 (2019) — IEEE	<i>Top 100 (global)</i>
ACES Coders v8.0 (2020) — University of Peradeniya	<i>Winners</i>
HackX 2019 — University of Kelaniya	<i>Winners</i>
UOJ Coders 2019 — University of Jaffna	<i>Winners</i>
IESL RoboGames '18 — IESL & University of Moratuwa	<i>Winners</i>
Decrypt Ideathon (2018) — University of Moratuwa	<i>Winners</i>
XOBot '19 — IESL & University of Jaffna	<i>Runners Up</i>
IESL IDEA Challenge (2018) — IESL & University of Moratuwa	<i>Runners Up</i>
Realhack 2.0 (2019) — University of Kelaniya	<i>Runners Up</i>
SLRC '17 — University of Moratuwa	<i>Second Runners Up</i>
Hash Code 2019 — Google	<i>Sri Lankan First Place</i>

## HONOURS & AWARDS (OTHER)

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<b>Hiran Chathura Kulasekara Trophy</b>	<i>2016</i>
Award for best performing student in Physical Science Stream, Kalutara Vidyalaya - National School.	
<b>14<sup>th</sup> Young Computer Scientist Competition (Ministry of Education) — Gold Medal</b>	<i>2015</i>
<b>National Level School Software Championship (Ministry of Education) — Merit</b>	<i>2015</i>
<b>ICT Competition (Ministry of Education) — Western Province 1<sup>st</sup> place</b>	<i>2013</i>

## EXPERIENCE

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**Software Engineer Intern — WSO2** *October 2020 - April 2021*  
As an intern at WSO2, I developed Ballerina Shell, a REPL for the Ballerina language. My supervisor for the internship period was Mr. Sameera Jayasoma, Senior Director - Platform Architecture at WSO2.

**Software Engineer — iXDLabs** *April 2021 - December 2021*  
I was a founding member and a Software Engineer at iXDLabs, a tech startup that focuses on Software Solutions for Mobile and Web. During this period, I worked on several Sri Lankan and Australian projects, ranging from Management Systems to Business Automation projects.  
<https://ixdlabs.lk>

## PROJECTS

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**Binning Metagenomic Sequences Using Convex Hulls** *April 2020 - Current*  
A novel metagenomic binning tool that utilizes convex hull distance based unsupervised clustering. This is primarily a CLI tool with a GUI counterpart that acts as a visualizer. Developed using *Python*.  
<https://github.com/kdsuneraavinash/CH-Bin>

**Googong Smart city Community app** *April 2020 - February 2021*  
A smart city app which allows users to find local community services, receive public announcements of events and upload public amenity faults supported by the smart city network in Googong, Australia. This was a cross-platform mobile application and a web application developed using *Django and Flutter*.  
<https://play.google.com/store/apps/details?id=au.com.onewifi.googongIoTApp>

**CB3D Website — 3D Printing Portal** *May 2020 - August 2020*  
This is a commercial 3D printing website and administration portal made for CircuitBreakers Robotics Organization with online order management and 3D file preview functionalities. *Node.js, Express.js, React and PostgreSQL* were used to develop the system.  
<https://cb3d.circuitbreakerssl.com>

**TaarQeel System — Asset Management System** *Oct 2020 - May 2021*  
This project is an Asset Management System to track vehicle service maintenance, renewal, and driver-related service and maintenance. Worked as a backend developer for this project.  
<https://taarqeel.com>

**Theme Provider — Open source plugin** *June 2019*  
A dependency injection plugin written in *Dart (for Flutter)* to automatically rebuild UI on theme changes. This package attempts to reduce boilerplate code when adding themepreview switching functionality to flutter while providing theme persistency and support for dark themes out of the box.  
[https://pub.dev/packages/theme\\_provider](https://pub.dev/packages/theme_provider)

**Tic-Tac-Toe Playing Robot Arm — Mobile app integrated robot** *October 2019*  
This was a vision-based approach to developing a tic-tac-toe playing robot using *Arduino, Android, and OpenCV*. The robot operates via the help of an attached mobile phone which identifies the board configuration and calculates the next move by applying the minimax algorithm.  
<https://youtu.be/7ki3itajGDc>