K. D. SUNERA AVINASH CHANDRASIRI

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https://kdsuneraavinash.me

PROFILE

A third-year 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

Programming Languages	Python, Dart, Java, JavaScript, Golang, C++, PHP
Frameworks & Technologies	Flutter, React, Express, Arduino, OpenCV
Web Development	HTML5, CSS, Bootstrap, WordPress
Databases	PostgreSql, MySql, Firebase Firestore

EDUCATION

University of Moratuwa	*September 2017 - Present*
Undergraduate, Bsc (Computer Science and Engineering)	Current SGPA: 4.08/4.2
Dean's List - Semester 1, 2, 3	

Kalutara Vidyalaya – National School	*July 2013 - June 2017*
GCE Advanced Level Examination	Z-Score: 2.680
All A Passes in Physical Sciences stream (Island rank 76th, District Rank 2nd)	

Courses and Certificates (MOOC)

— Building Cloud Services with the Java Spring Framework	*Coursera*
— Building Scalable Java Microservices with Spring Boot and Spring Cloud	*Coursera*
— RESTful API with HTTP and JavaScript	*Coursera*
— Networking Essentials Course	*Cisco*
— Introduction to Packet Tracer	*Cisco*

COMPETITION AWARDS

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

HONOURS & AWARDS (OTHER)

Hiran Chathura Kulasekara Throphy *2016*
Award for best performing student in Physical Science Stream, Kalutara Vidyalaya - National School.

14th Young Computer Scientist Competition (Ministry of Education) — Gold Medal *2015*
National Level School Software Championship (Ministry of Education) — Merit *2015*
ICT Competition (Ministry of Education) — Western Province 1st place *2013*
Science Competition (Ministry of Education) — Western Province 2nd place *2010*
Social Science Competition (Ministry of Education) — All Island 5th place *2010*

PROJECTS

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

Googong Smart city Community app *April 2020 - Ongoing*
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*
3D printer website and administration portal 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

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

Rise of the Pharaohs Scavenger hunt app *October 2019 - February 2020*
Scavenger-hunt mobile app developed using *Flutter and Firebase* which was created as the invitation for the CSE event – Rise of the Pharaohs.
https://github.com/kdsuneraavinash/cse-night-app

Java based RPAL Interpreter *June 2020*
Interpreter implemented in Java which evaluates abstract syntax trees according to the RPAL language grammar specification. Developed as part of the CS3152 Programming Languages module.
https://github.com/kdsuneraavinash/rpal-ast-interpreter

Open Inventory System — 5th Semester Project *February 2020 - June 2020*
Automated inventory management system for computer labs with a role-based access system. The system consisted of a mobile application and a web application.
https://github.com/openinventoryorg

NON-RELATED REFEREES

Dr. Dulani Meedeniya — Senior Lecturer
dulanim@cse.mrt.ac.lk

Department of Computer Science and Engineering,
University of Moratuwa, Sri Lanka.