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

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)

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

TECHNICAL STRENGTHS

〈/〉	**Programming Langiages**	Java, Python, Dart, JavaScript, Golang, C++, PHP
💻	**Frameworks & Technologies**	Flutter, React, Express, Arduino, OpenCV
🌐	**Web Development**	HTML5, CSS, Bootstrap, WordPress
🗄	**Databases**	PostgreSql, MySql, Firebase Firestore

EXTRA-CURRICULAR

Teaching Mathematics to rural students — Soyuru Sathkaraya *Sept 2017 - Nov 2017*
"Soyuru Sathkaraya" is an annual volunteer program organized by the Students' Union of University of Moratuwa to improve the mathematics knowledge and abilities of the students in rural schools in Sri Lanka.

COMPETITION AWARDS

IEEExtreme 12.0 & 13.0 (IEEE) — Top 100 (global) *October 2018 & 2019*
A 24-hour international competitive programming competition organized by IEEE and attended by more than 4000 teams.

ACES Coders v8.0 (University of Peradeniya) — Winners *February 2020*
A 12-hour competitive programming competition organized by the Association of Computer Engineering Students of the Department of Computer Engineering, the University of Peradeniya.

UOJ Coders v1.0 (University of Jaffna) — Winners *March 2019*
A 12-hour competitive programming competition organized by University of Jaffna.

HackX 2019 (University of Kelaniya) — Winners *September 2019*
An innovative startup challenge conducted by the Management and IT faculty of the University of Kelaniya in which our team developed an Android/iOS mobile app named 'Teleport' to facilitate ride-sharing for parcel delivery.

IESL RoboGames '18 (IESL & University of Moratuwa) — Winners *October 2018*
A computer-vision based robotics competition conducted as part of the Techno exhibition '18 in which the task was to build an autonomous quadruped robot that could navigate a maze by using drawn arrows as guidelines.

14th YCS Competition (Ministry of Education & FITIS) — Winner *August 2015*
An island-wide software development competition organized by the Ministry of Education in which my solution was a learning management system designed to teach students who have a negligible knowledge about mathematics.

XOBot '19 (IESL & University of Jaffna) — Runners Up *October 2019*
A robotic manipulator design competition conducted as part of the Techno exhibition '19 in which the task was to design a Tic-Tac-Toe playing robotic arm.

Reakhack 2.0 (University of Kelaniya) — Runners Up *November 2019*
A 24-hour hackathon organized by the Software Engineering Students' Association of the University of Kelaniya in which the task was to build a real-time Q&A site without using third-party services.

IDEA Challenge (University of Moratuwa) — Runners Up *October 2018*
Mobile app development competition organized as part of the Techno exhibition '18 in which our team built an Android app that aims to raise awareness of Dengue and take measures to prevent its occurrence and spread.

SLRC '17 (University of Moratuwa) — Second Runners Up *January 2018*
A robotics competition organized by the E-Club of the University of Moratuwa.

Hash Code 2019 (Google) — Sri Lankan First Place & 260th globally *February 2019*
A team programming competition, organized by Google, for students and professionals around the world in which the teams are given an engineering problem to solve.

HONOURS & AWARDS (OTHER)

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

National 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

https://pub.dev/packages/theme_provider

A dependency injection plugin in written *Dart (for Flutter)* to automatically rebuild UI on theme changes. This package attempts to reduce boilerplate code when adding theme switching functionality to flutter while providing theme persistency and support for dark themes out of the box. This package supports Android/iOS/Web/macOS and Linux platforms.

CB3D Website — 3D Printing Portal
May 2020 - July 2020

https://cb3d.circuitbreakerssl.com

3D printer website with the ability to apply for quotations and order online. This also consists of a administration portal with STL file verification. **Node.js, Express.js, React and PostgreSql** were used as the base technologies.

Rise of the Pharaohs Scavenger hunt app
October 2019 - February 2020

https://github.com/kdsuneraavinash/cse-night-app

Scavenger-hunt mobile app developed using Flutter and Firebase which was created as the invitation for the CSE event – Rise of the Pharaohs.

Tic-Tac-Toe Playing Robot Arm — Mobile app integrated robot
October 2019

https://anjuchamantha.github.io/portfolio_v1/data/xobot/gallery/vid.mp4

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.

In this project, I was in charge of developing the mobile app and I had to create an Android application using OpenCV Android SDK to process the camera feed and inform the next move to the micro-controller via Bluetooth.

Open Inventory — Inventory Management System
February 2020 - June 2020

https://github.com/openinventoryorg

Automated inventory management system for computer labs with role-based access system. The system consisted of a mobile application and a web application. The web frontend was developed using *React*, Backend using *Node.js and Express* and mobile application using

Teleport Mobile App(Android/iOS)
August 2019 - September 2019

App developed for HackX competition in order to use sharing economy in transferring goods.