Oditha Amarasinghe

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TECHNICAL SKILLS

Languages: Java, C#, HTML/CSS
Frameworks: Bootstrap
Developer Tools: Github, Visual Studio, Eclipse, Unity

EDUCATION

University of Waterloo — Bachelor of Computer Science
Sept. 2021 – May. 2026
Relevant Courses:

- *CS 135 - Designing Functional Programs*
- *CS 136 - Elementary Algorithm Design and Data Abstraction*
- *MATH 135 - Algebra for Honors Mathematics*
- *MATH 137 - Calculus 1 for Honors Mathematics*

Wilfred Laurier University — Bachelor of Business Administration
Sept. 2021 – May. 2026

RELEVANT EXPERIENCE

FIRST robotics competition (FRC) programmer — Sept. 2019 – June. 2020
Glenforest Secondary School

- Worked alongside the mechanical design team to successfully build the gear system of a conventional FRC robot
- Efficiently implemented the robot's gyro system

WORK EXPERIENCE

Lifeguard — Nov. 2020 – Jan. 2021
Mississauga Aquatics Club

- Collaborated with co-workers to prevent the spread of COVID-19 through efficient contingency plans
- Adapted to unforseen circumstances to aid those in need of medical attention

PROJECTS

A Musician's Website | *HTML, CSS, Bootstrap* | github.com/odis43/odisbeats — June 2020 – Present

- Developing a website dedicated to the advertising of personal musical projects
- Website built in Bootstrap

The Vaccine | *Unity, C, Git* | github.com/odis43/TheVaccine — Jan 2021

- Developed a 2D video game via Unity for Hack the North
- Published project received Game of the Week from the community manager of Simmer.io
- Efficiently used Github to store and retrieve code

Breakout Clone | *Java, Swing, GUI* | https://github.com/odis43/Breakout-Clone — June 2018

- Used Java's Swing and AWT to implement the graphics and functionality of the classic game, Breakout
- The project received top marks during the final fair of the students' creations