

## CONTACT DETAILS



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<https://github.com/sdes755>



<https://sahandesilva.netlify.app/>

## SKILLS

- Java
- JavaFX
- C
- MATLAB
- Git/Github
- JUnit testing
- HTML/CSS/JavaScript
- SQL
- Vaadin
- Springboot

## EXTRACURRICULARS

- **SESA** (SOFTWARE ENGINEERING STUDENT ASSOCIATION)
- **WDCC** (WEB DEVELOPMENT & CONSULTING CLUB)
- **GDSC** (GOOGLE DEVELOPER STUDENT CLUB)
- **UOA ALSA** (AUCKLAND SRI LANKA STUDENT ASSOCIATION)
- **AUES** (AUCKLAND UNIVERSITY ENGINEERING SOCIETY)

# SAHAN DE SILVA



## EXPERIENCE

### Mathematics Tutor SAM Singapore Maths

01/2023 - Present

- Utilised dynamic teaching methods to encourage participation and knowledge retention.
- Tracked student progress, provided ongoing feedback to parents, and adapted to input for continual improvement.

### Catering Assistant Cibus Catering & CaterPlus

01/2021 - 01/2023

- Partnered with chefs, care home nurses, and elderly residents to create high-quality meals, to ensure residents receive the best care and enhance the dining experience.



## EDUCATION

### Bachelor of Engineering: Penultimate Software Engineering Student

University of Auckland - Auckland, New Zealand

Expected graduation 12/2025

GPA - 8.5/9 (A/A+)



## PROJECTS

### Graph Traversal (JAVA)

- Built a comprehensive system to traverse any inputted graphs utilising **BFS and DFS traversals** and used **Stack and Queue** data structures to obtain other attributes of the graph.

### TeamSpin (Java, Springboot, Vaadin, Maven) - In process of developing.

- Developing TeamSpin with a peer, using **Java, Spring Boot Backend Framework, Maven, and Vaadin Flow** to streamline tournament creation and team management for games and sports.

### Insurance System (JAVA)

- Employed **Object-Oriented Programming (OOP)** principles in Java to develop a comprehensive system enabling users to create and manage Home, Life, and Car insurance policies.

### Morra (JAVA)

- Employed **Object-Oriented Programming (OOP) methodologies and Java Design Patterns**, including **Factory and Strategy**, to encapsulate the logic of Morra, ensuring both efficiency and adaptability in the implementation process.

### Cosmic Conundrum (JAVAFX & JAVA)

- Collaborated with a team of three peers to develop an interactive escape room using **JavaFX frameworks**.
- **Integrated OpenAI's ChatGPT** to create a dynamic Game Master for the escape room, enabling real-time feedback with user progression through **API calls**.