



YASAS THARINDA

ABOUT ME

Enthusiastic young undergraduate from University of Moratuwa having passion about electronics designing and software development. I'm seeking a job opportunity in a related fields and thereby expects to gain by utilizing myself to achieve oraganizational goals while improving my life skills.

CONTACTS

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<https://github.com/yasastharinda9511>
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AREAS OF EXPERTISE

PROGRAMMING : C/C++, Java , Python, Matlab, Verilog HDL
SOFTWARE/TOOLS : Altium Designer, Android studio, Quartus, STM32CubeIDE

REFERENCES

PROF. DILEEKA DIAS

Department of Electronics And
Telecommunication Engineering,
University of Moratuwa.
dileeka@uom.lk,0777688861

DR. PESHALA JAYASEKARA

Department of Electronics And
Telecommunication Engineering,
University of Moratuwa.
peshala@uom.lk

EDUCATION

University of Moratuwa (2016-2020)

BSC ENGINEERING(HONS)
ELECTRONICS AND TELECOMMUNICATION ENGINEERING
CGPA - 3.51(After 6th semester) | Semester 1,6B Deans List

St Thomas' College, Matara (2006-2015)

G.C.E Advanced level -2015
3As | Z-score- 2.6287 | District Rank - 7 | Island Rank -60

EXPERIENCES

SenzMate IOT (PVT) Ltd 2019 - 6 months
Trainee Embedded and Firmware Design Engineer

PROJECTS

STM32 BOOT LOADER and OTA CONTROLLER

- Designed a OBD board using Stm32F1 microcontrollers
- Developed a over-the-air(OTA) firmware update system

SOIL MOISTURE SENSOR DESIGN

- Research project to overcome corrosion issue of the typical soil moisture sensor
- Developed the sensor PCB using Altium Designer
- Did the Calibrations

PROJECTS

WIFI FOR COOPERATIVE VEHICULAR NETWORK (FYP)

- Customized the Ath9k WIFI device driver to achieve QOS for beacon frames using Linux backport 5.4.7 and Raspberry-pi
- Configured the simulation libraries(INET/C,C++) to gain QOS for Management frames and analysed the network characteristics

FPGA-BASED PROCESSOR DESIGN (5th Semester)

- Designed custom CISC based processor to down sample a image
- Implemented Gaussian Kernel image filtering algorithm using 16 custom instructions

RUBIK_SOLVE - INTELLIGENT SYSTEM TO SOLVE RUBIC CUBE

- Developed a algorithm based on white cross method to solve rubic cube using Python

CONNECT6 (2nd semester)

- Developed a algorithms based on a research paper to play complex game connect six
- Algorithm optimized to run on the PIC16F microcontrollers

MAZE SOLVER ROBOT(4th semester)

- Developed a micro mouse using stm32f1 microcontroller

GAMEZ - KIDS GAME DEVELOPMENT PROJECT

- Snake Games(C/C++)|TacTicToe(Python)| Brick N Ball(Java)
- Back end development

OTHER PROJECTS

- DRONE_PCB: Developed Quad-copter using Altium Designer 15
- SRAM_CONTROLLER : Developed using VerilogHDL
- UART : Developed using VerilogHDL

ACHIEVEMENTS

ROBOTICS COMPETITION

- First Runners up in XBOTIC robotic competition held by University of Ruhuna in 2018 (Third semester)
- First Runners up in robotic competition held under Robot Design and Competition Module in 2018 (Third semester)

PROGRAMMING COMPETITIONS

- IEEEExtreme 11.0 - Country Rank 58, World Rank 786 (2017 as a Fresher)
- MoraXtreme 3.0 - University Rank 36 (2018)

OTHER

- Mahapola Merit Award 2015

EXTRA CURRICULAR ACTIVITIES

- Member of nature team (2018/2019)
- Participating in SLRC workshops (2018)
- Participation in projects organized by Leo Club University of Moratuwa