

Anushan Vimalathanan

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Education

Ontario Tech University

BSc (Hons), Computer Science

Ontario, Canada

Sept. 2017 - Apr. 2021

- Graduated with Highest Distinction
- GPA: 4.0/4.3
- Key Courses: Mobile Devices, Web Application Development, Data Structures, Analysis and Design of Algorithms, Software Quality Assurance

Projects

Warp Jumper

UNITY, C#

Jan. 2021 - Jul. 2021

- Developed a 2D Platformer game using C# and Unity
- Designed 4 different levels where players control a character to defeat enemies and perform platforming challenges
- Used object oriented design principles to implement multiple enemies and obstacles

YouTube Playlist Sorter

JAVASCRIPT, HTML, CSS, BULMA CSS FRAMEWORK

Jan. 2021 - Jun. 2021

- Created a webpage where users can enter a YouTube playlist URL and sort the videos based on their preferences
- Users are shown two videos from the playlist at a time, and are given the option to select which video they prefer
- Implemented the insertion sort algorithm to sort the videos based on the comparisons done by the user
- Retrieved videos from a YouTube playlist using the YouTube Data API

Garbage Classification

PYTHON, NUMPY, PANDAS, TENSORFLOW, KERAS, GOOGLE COLAB

Mar. 2021

- Trained a machine learning model using Keras and TensorFlow to classify images of garbage into six classes
- Used a dataset of about 2500 images to train and test the model
- Collaborated with a partner using Google Colab

HobbyMate Prototype

GOOGLE DOCS, GOOGLE SLIDES, JAVASCRIPT, HTML, CSS

Sept. 2020 - Dec. 2020

- Worked in a team of 4 to prototype a mobile application that allows users to learn or teach hobbies during the COVID-19 pandemic
- Followed the design thinking process
- Conducted research on hobbies during the COVID-19 pandemic with interviews and questionnaires
- Documented the proposal, requirements, research, scenarios, and prototypes in written reports using Google Docs
- Created a webpage prototype using JavaScript, HTML, and CSS, and another prototype using Google Slides

Mock Auction System

C++, JAVA, JUNIT, SHELL SCRIPTS

Jan. 2020 - May. 2020

- Worked in two separate teams of 2 to create an auction system that allows users to simulate auctions
- Developed a text based front-end system in C++ that allows users to list items, buy items, and manage their credit
- Developed a back-end system in Java that processes the transactions made by users
- Carried out automated tests using shell scripts and JUnit

StockChamp

JAVASCRIPT, HTML, CSS, MONGODB

Jan. 2020 - May. 2020

- Worked in a team of 3 to create a website that allows users to subscribe to stocks and view stock data and news
- Created and managed a MongoDB database to store user login information, and their subscribed stocks
- Retrieved stock and news data using Alpha Vantage API and News API

MapChat

DART, FLUTTER, SQLITE, FIREBASE

Sept. 2019 - Dec. 2019

- Worked in a team of 3 to create a mobile chat application for Android devices using the Flutter SDK
- Used geolocation and Mapbox API to allow users to share their location with other users
- Stored user information and chat logs in the cloud using Firebase

Skills and Technologies

Java, Python, C++, C, C#, JavaScript, HTML, CSS, Dart, Git, Unity, Flutter