



## Chathura Devinda

Computer Science and Technology  
Undergraduate  
Sabaragamuwa University of Sri Lanka

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### EDUCATION

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- **Sabaragamuwa University of Sri Lanka** *Belihuloya, Sri Lanka*  
*B.Sc (Hons) in Computer Science and Technology* March 2021 - Present  
– *CGPA: 2.66/4.00*
- **Bandaranayake College** *Gampaha, Sri Lanka* [@](#)  
*GCE Advanced Level - Physical Science Stream* Jan 2011 - Aug 2019
- **Open Learning Platform** *Online* [@](#)
  - *Front-End Web Development(9AgFncB3vV)* *University of Moratuwa* Aug 2022
  - *Python Programming (TsQx4KeffN)* *University of Moratuwa* Oct 2023
  - *Server-side Web Programming (rUuGdcdBM9)* *University of Moratuwa* Nov 2023
- **HackerRank** *Online*
  - *SQL(Basic)* *University of Moratuwa* Nov 2023
  - *Python(basic)* *University of Moratuwa* May 2024
  - *SQL(Intermediate)* *University of Moratuwa* May 2024
  - *Software Engineer* *University of Moratuwa* June 2024
- **Kaggle** *Online*
  - *Pandas* *University of Moratuwa* Apr 2024
  - *Introduction to Machine Learning* *University of Moratuwa* July 2024

### PROJECTS [@](#)

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- **Triple T (Mobile Game)** [@](#) *Ongoing*
  - *Developed Triple T, a vibrant and addictive take on the classic Tic-Tac-Toe game. This project offers both single-player and local multiplayer modes, featuring a sleek design, easy controls, and colorful themes for a personalized gaming experience. Triple T ensures accessibility and enjoyment for players of all ages, providing smooth gameplay and hours of entertainment.*
  - *Available in Play Store*
- **Hodi (Sinhala OCR App)** [@](#) *Ongoing*
  - *Hodi is an app we're currently developing using flutter. It uses OCR technology to identify both handwritten and printed Sinhala letters, which can be utilized for various purposes. This is a group project.*
- **KAT 1.0 - Automated Garbage Collection Robot** [@](#) *Ongoing*
  - *Developed KAT 1.0, an innovative electronic robot designed to automate garbage collection and disposal. The project integrates advanced technologies including an Arduino Mega board, IR and Sonar sensors, servo motors, and motor drives to enhance efficiency and reduce operational costs in waste management. Implemented features such as obstacle recognition and automated lid control, with planned upgrades to include a lidar sensor and Wi-Fi module for expanded capabilities. KAT 1.0 aims to promote environmental sustainability by streamlining waste disposal processes.*
- **Cat & Dog classifier(Transfer learning)** [@](#) *July 2024*
  - *Developed a Cat & Dog classifier using transfer learning techniques, showcasing expertise in deep learning and computer vision. The project involved data preparation, where the dataset was loaded and preprocessed for optimal performance. Utilized the pre-trained Xception model for feature extraction, followed by training a custom classifier on top of the extracted features. The model was rigorously evaluated on a test set, demonstrating strong performance and accuracy. This project highlights proficiency in transfer learning, model training, and evaluation, contributing to advanced image classification tasks.*

- Number Plate Recognition(Machine Learning) @** July 2024  
 –Developed a machine learning module for automatic number plate recognition using YOLOv8 for object detection and easyOCR for character recognition, enabling efficient and accurate identification of vehicle license plates.
- TumorVision (Brain Tumor Ditection Web Application) @** April 2024  
 –TumorVision is a web application designed to swiftly and accurately detect brain tumors using deep learning algorithms. It identifies glioma tumors, meningioma tumors, pituitary tumors, or confirms the absence of any tumor. Developed with Flutter for a seamless user experience, and Python, PyTorch, and OpenCV for backend processing, TumorVision is currently in the development stage with a prototype showcasing 60-70% accuracy.
- EveMap (Event Organizing and Ticket Buying App) @** Feb 2024  
 –Developed EveMap, a versatile app designed for event management and ticket purchasing. It features two distinct interfaces: one for event organizers to create and manage events, and another for participants to discover, join, and purchase tickets. The app offers a seamless experience with intuitive design and robust functionality.  
 –Available in Play Store
- Offline Inventory Management System @** Jan 2024  
 –Developed an Offline Inventory Management System using C and MySQL during my 2nd-year computer lab project. This system provides real-time inventory tracking and intuitive analytics, enabling businesses to manage their inventory without an internet connection. It emphasizes simplicity, efficiency, and user-friendliness, ensuring seamless navigation and uninterrupted operations.
- Mr.fix (Offline DIY repair App) @** July 2022  
 –As the creator of Mr.Fix, developed in 2022, I designed an innovative offline instructional app for Android that promotes DIY repairs. The app supports three languages—Sinhala, Tamil, and English—ensuring accessibility for a diverse user base. Utilizing Flutter for cross-platform development and SQLite for efficient local data storage, I built a robust platform that functions seamlessly offline. I also employed Figma to create intuitive and visually appealing UI/UX prototypes, enhancing the overall user experience. Mr.Fix empowers individuals to take control of their repairs, promoting sustainability and reducing the need for professional assistance.

## TECHNICAL SKILLS AND INTERESTS

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**Languages:** English (professional proficiency), Sinhala (native proficiency), Japanese (Intermediate)

**Developer Tools:** C, C++, C#, Java, Python, JavaScript, Dart

**Frameworks:** Flutter, React, Angular

**Cloud/Databases:** MySql, Firebase

**Soft Skills:** Leadership, Communication, Team Management

**Areas of Interest:** Robotic Science, Information of Things

**Sports:** Swimming, Cricket

**Video Editing :** Premire Pro, After Effects

**Graphic Designing:** Adobe Photoshop, Adobe Illustrator

## AWARDS AND SCHOLARSHIPS

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- Gold medalist of RIIE 2023**  
 For best innovations of University category, Organized by the University of Ruhuna And Southern Province IDB 2023
- Finalist of Meta+ 2.0**  
 The Research competition organized by University of Colombo 2023
- Finalist of HackX 2022**  
 Inter University Startup Challenge organized by University of Kelaniya 2022

## COMMUNITY AND LEADERSHIP

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- Society of Technological Studies, Sabaragamuwa University of Sri Lanka** Committee Member  
Present

–As a committee member of the Society of Technological Studies at Sabaragamuwa University of Sri Lanka, I contribute to initiatives aimed at fostering interest in industrial chemistry, applied physics, and computer science. I actively participate in organizing and executing events such as PepTalk, PepTalk with Professionals, NenaPahsa, NenaSaviya, and AstroCamp. These events are designed to enhance knowledge, provide professional insights, and cultivate a passion for technological studies among students.

- **ZeroPlastic Community, Sabaragamuwa University of Sri Lanka**

*Team Leader - Graphic Design*  
2023

–As the Graphic Design Team Leader for the ZeroPlastic Community at Sabaragamuwa University of Sri Lanka, I led a team of designers in creating impactful visual content to promote the initiative’s mission of reducing plastic waste. I developed design strategies to effectively communicate our goals, collaborated with various departments for cohesive messaging, and supervised the production of promotional materials, social media graphics, and event banners. My role also involved enhancing team productivity and creativity through mentorship and structured feedback sessions.

- **Young Farmers’ Club (Kegalle District)**

*President*  
2019-2020

–As the President of the district Young Farmer’s Club, I led several initiatives, including a district sample garden project. In this role, I coordinated multiple projects aimed at enhancing agricultural practices and community development across the district, demonstrating my ability to lead on a larger scale and make a broader impact.

- **Jayamaga Young Farmers’ Club (Alpitiya)**

*President*  
2018-2019

–As an active member of the Jayamaga Young Farmer’s Club in Alpitiya since 2016, I have contributed to various community projects, including gardening, creating a preschool garden, and constructing a building for the village temple. I also initiated and managed a shop to sell farmers’ products at fair prices, supporting local agriculture and the economy. During my tenure as President from 2018 to 2019, I led the club in organizing events and coordinating community service projects, significantly strengthening the club’s presence and increasing member engagement through effective leadership and innovative project ideas

## REFERENCES

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**Prof. (Dr.) R.M. Kapila Tharanga Rathnayaka**

Head

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Faculty of Applied Sciences

Sabaragamuwa University of Sri Lanka

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