

## EDUCATION

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### UNIVERSITY OF SRI JAYWARDENEPURA

*Dec 2019 - Exp 2024*

B.Sc. IN COMPUTER ENGINEERING (HONS), MINOR IN HIGH PERFORMANCE COMPUTING

- Relevant coursework: Data Structures & Algorithm, Data Mining, Natural Language Processing, Intelligent Systems, Parallel Programming and Advanced OS
- Honors: *summa cum laude* (GPA: 3.97/4.00)

## EXPERIENCE

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### WORK EXPERIENCE

#### CONQORDE SOLUTIONS, UK (REMOTE)

*Feb 2022 - Apr 2022*

FREELANCE MOBILE APPLICATION DEVELOPER

- Collaborated effectively with project manager to create 'virtual makeup try on' app using **Flutter**, **Unity** and **MediaPipe**.
- Refactored and fixed bugs of legacy code and reduced binary size by **55%**.
- Researched and developed an algorithm using **Python** to calculate Color Correction Matrix (CCM) of phone camera using NLS method (**SciPy**) and optimized true skin tone detection pipeline by **31%**.
- Designed virtual try on for foundation, contact lens and concealer by applying image processing techniques using **OpenCV**.

## PROJECTS

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### QUIZZZY

[Source](#)

An AI-powered educational mobile application to automate the process of MCQ generation and evaluation.

- Collected, cleaned and did data preprocessing on SQuAD dataset. Fine-tuned T5 **transformer** to generate factoid questions using **PyTorch lightning** with exact match score of **76.71** and F1 score of **81.33**. (SQuAD metrics)
- Reduced model size up to **30%** and improved inference time by **2.3x** to work on CPU while preserving accuracy.
- Leveraged keyword extraction techniques (RAKE algorithm and keyBERT) to extract answers from the context. Streamlined the process of generating diverse distractors using sense2vec and MMR algorithm.
- Built **RESTful API** using **FastAPI**, containerized back-end using **Docker** and deployed to **Google Cloud Run**. Minimized cold start time by **41%** using various optimization techniques and developed front-end using **Flutter** following **MVC** pattern.
- Wrote automation test scripts and applied GitHub actions for **CI/CD**, which improved productivity of development.

### MOCK-BUDDY

[Source](#)

An AI-assisted web application that helps people improve their public speaking and presentation skills.

- Created deep learning based **real-time face detector** using ResNet-10 SSD and **OpenCV DNN**.
- Applied data preprocessing and augmentation techniques to 300W dataset. Trained a **CNN** (Convolutional Neural Network) based regression model using **TensorFlow** by applying direct regression approach for **real-time facial landmark detection** with sum of NME of **8.63** and **6.29** for challenging and common datasets (Error metrics for 300W challenge).
- Applied data preprocessing and augmentation techniques to RAVDEES, TESS and SAVEES datasets. Extracted MFCC, Log-Mel features using **Librosa**. Engineered **CNN**-based solution for **speech emotion classification** by applying **bagging** approach using **TensorFlow** with F1 score of **0.97**.
- Implemented speech rate detection algorithm in **Python** utilizing Google's Speech-to-Text. Lowered error rate by **23%** using VAD algorithm.
- Built **RESTful APIs** and **WebSockets** using **Flask** and deployed back-end to **Heroku**. Minimized boot time by **12%** through optimizing slug size. Designed front-end using **ReactJS** and **Redux** following MVC pattern and published on **GitHub pages**.
- Increased software development productivity by writing automation test scripts and applying GitHub actions for **CI/CD**.

### TRAINER

[Source](#)

An AI-assisted virtual fitness trainer application which helps users to maintain correct posture while exercising.

- Calculated angles between human joints from camera feed in real-time using **Google's MoveNet's** prediction.
- Implemented posture detection algorithms in **Kotlin** to count repetitions and alert the user about bad postures.
- Collaborated with peers for improvement of software performance, reviewed their updates and resolved issue.
- Programmed fitness game on **Unity**, integrated with **Android Studio** to create gamified fitness exercises.

## OPEN-SOURCE CONTRIBUTIONS

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- **Docus** - A document scanner application which is currently used by 100+ users. Contributed to expand the features by adding flashlight support in **Java**, updated the whole codebase and resolved resulting conflicts.
- **Quich** - An advanced terminal calculator developed in **C**. Detected segmentation fault and contributed to fix the bug.
- **Ivy** - A Unified ML framework developed in **Python**. Contributed to add core ML functions. (Filter by author: Karthick47v2)

## SKILLS

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|-----------------------------------------|------------------------------------------------------------------------------|
| <b>PROGRAMMING LANGUAGES</b>            | Python   C++   Dart   Java   Kotlin   C#   JavaScript   Lua   MATLAB         |
| <b>SOFTWARE DEVELOPMENT</b>             | Problem Resolution   TDD   Agile Methodology   Design Patterns   GIT   CI/CD |
| <b>ML/DL FRAMEWORKS &amp; LIBRARIES</b> | TensorFlow   Keras   PyTorch   Scikit-learn   Gym   OpenCV   Librosa         |
| <b>OTHER DEV FRAMEWORKS</b>             | Flutter   FastAPI   Flask   ReactJS                                          |
| <b>DATABASE</b>                         | MySQL   MongoDB                                                              |
| <b>LANGUAGES</b>                        | <b>Native:</b> Tamil <b>Fluent:</b> English                                  |
| <b>SOFT SKILLS</b>                      | Team Leadership   Team Collaboration   Presentation                          |
| <b>OTHERS</b>                           | Unity   Docker   Google Cloud Platform   Weka   Linux                        |

## ACHIEVEMENTS

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|---------------------------------------------------------------------------------------------------|-----------------|
| <b>REALHACK v3.0   SOFTWARE ENGINEERING STUDENTS' ASSOCIATION, UNIVERSITY OF KELANIYA</b>         | <i>Nov 2021</i> |
| Secured 15th place among 600+ teams in problem-solving competition held on HackerRank.            |                 |
| <b>OPEN HACK 2022   MOZILLA CAMPUS CLUB OF IIT</b>                                                | <i>Oct 2021</i> |
| Placed top 10 out of 120+ teams by developing social media application for fitness enthusiasts.   |                 |
| <b>THE BATTLE OF CODERS   IEEE WIE, UNIVERSITY OF KELANIYA</b>                                    | <i>Oct 2021</i> |
| Became 2nd runner-up in 24-hours Game development hackathon.                                      |                 |
| <b>CODESQUAD v2.0   FACULTY OF COMPUTER ENGINEERING, UNIVERSITY OF SRI JAYEWARDENEPURA</b>        | <i>Dec 2020</i> |
| Secured 6th place among 400+ teams in problem-solving competition held on HackerRank.             |                 |
| <b>CODEFEST 2014 (HIGH SCHOOL)   FACULTY OF COMPUTING, SLIIT</b>                                  | <i>Dec 2014</i> |
| Secured 13th place among 100+ teams in High school category in 2-week game development hackathon. |                 |

## EXTRACURRICULAR ACTIVITY

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| <b>IGV MEMBER   AIESEC IN UNIVERSITY OF SRI JAYEWARDENEPURA</b>                                                                                                                                                                                                                                                                                                                                                                                                                                        | <i>Mar 2020 - Jan 2021</i> |
| Worked with a team of 4 people on project 'HeartBeat', raising awareness on importance of mental health. Organized awareness, yoga and musical programs with health related NGOs. Designed and distributed pamphlets for the campaign.                                                                                                                                                                                                                                                                 |                            |
| <b>MEMBER   TRINCOMALEE DISTRICT UNIVERSITY STUDENTS' ASSOCIATION</b>                                                                                                                                                                                                                                                                                                                                                                                                                                  | <i>Jan 2019 - Present</i>  |
| Responsible for arranging quiz competition for school students, which includes managing a team of 60+ people for getting sponsorship, designing posters, etc., while sticking to the program budget. Participated in organizing car wash, blood donation campaigns. For the year 2019, I served as Vice President of the Media Unit, designing posters for all campaigns and editing photos taken during campaigns. Taught science and mathematics in village schools, which lacked specific teachers. |                            |
| <b>PRESIDENT   ICT SOCIETY IN T/R.K.M. SRI KONESWARA HINDU COLLEGE</b>                                                                                                                                                                                                                                                                                                                                                                                                                                 | <i>Jan 2014 - Jan 2015</i> |
| Managed a team of 8 people to create study sessions for ICT competitions for participants. Controlled and helped to manage audio/visual equipments on school programs. Maintained school website, which was developed using WordPress.                                                                                                                                                                                                                                                                 |                            |

## ADDITIONAL COURSE

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|------------------------------------------------------|------------------|
| <b>REINFORCEMENT LEARNING, UNIVERSITY OF ALBERTA</b> | <i>(Audited)</i> |
| COURSERA                                             |                  |
| <b>DEEP LEARNING SPECIALIZATION, DEEPLARNING.AI</b>  | <i>(Audited)</i> |
| COURSERA                                             |                  |
| <b>MACHINE LEARNING, STANFORD</b>                    | <i>(Audited)</i> |
| COURSERA                                             |                  |