

Rukshan J. Senanayaka

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Open Source

[GPT-Engineer](#)

[Flutter Imports Plugin](#)

[Flutter NestJS server-side timer](#)

[Intern Project](#)

[Crowd-sourced weather API](#)

[Custom toggle buttons package](#)

[Useful AWS commands](#)

Projects

- Designed & Developed a mobile space shooter+racer game using Unity 3D called SpaceVillagers. Won merit at a local game development hackathon **(11/2021)**
- Contributed to development of Flutter client and NestJS backend with PostgreSQL database for an educational app for kids called 'QuizUp' as the 2nd year software project for the university **(09/2021)**

Mentorship

- **Physics Tutor:** Taught Physics to a group of rural kids via zoom for their Ordinary Level exam under the 'Edify' program organized by Rotaract club of the university **(04/2021)**
- **DSA Tutor:** Taught Data Structures & Algorithms to a some under-privileged students via zoom for their university exams as a volunteering effort **(04/2021)**

Awards

- **Gold Award:** CodeFest 2023 - Under the Tertiary Category of Datathon, did data pre-processing & exploratory data analysis to gain customer insights from a weather dataset. Built an ML model using PyTorch, deployed and exposed on DigitalOcean using Fast API **(01/2023)**
- **Gold Award:** CodeFest 2022 - Under the Tertiary Category of Hackathon, developed an election management system in under 24 hours on-site, using Node.js and React.js. To establish integrity of voters, developed a private-public key pair mechanism. Developed a QR code generation feature to easily share the public key to potential voters via email **(01/2022)**
- **Gold Award:** CodeFest 2021 - Tertiary Category - Hackathon **(01/2021)**
- **Gold Award:** CodeFest 2015 - Under the School Category of Coding Contest, developed a 3D open world game using Unity 3D which enables players to learn about the cellular organelles in Biology. Was the only solo-competitor among many team competitors **(01/2015)**
- **Gold Award:** Young Computer Scientist 2014 - Under the Junior Category, developed an LMS using Python & SQLite, for teachers to manage their lessons and content locally and allocate to students as needed. Students could also do quizzes and get them marked **(01/2014)**
- **Silver Award:** Sahasak Nimevum 2015 - Under the School Learning Aids Category, developed an LMS in C# which allows school teachers to manage their lessons locally and give access to students based on the curriculum **(01/2015)**
- **Bronze Award:** CodeFest 2013 - Under the School Category of Coding Contest, developed a simple Visual Basic desktop application which allows users to answer MCQ questions under chemical reactions topic in grade 10 Chemistry **(01/2013)**
- **Bronze Award:** Young Computer Scientist 2015 - Under the Senior Category, developed a mobile app which enabled users to see and manipulate chemical compounds interactively in real time 3D using augmented reality. Used Unity 3D with Vuforia AR SDK **(01/2015)**
- **Bronze Award:** CodeFest 2023 - Under the Tertiary Category of DevQuest Hackathon, solved 17 out of 18 challenges with subtasks to solve bugs in a Node.js program within 9 hours **(01/2024)**

Other

- **Gold Award:** National Level English Language Competitions - Proving the impromptu speaking skills, could successfully get the highest marks from a qualified panel of judges out of 10+ finalists representing the entire country **(01/2016)**
- **Gold Award:** National Inter-School Chess Championship - Led the team to win the national level championship and also won the 'best performer' title for the position of team out of all teams **(01/2011)**

References

- **Dr. Thilina Thanthriwatta** | Senior Lecturer, Department of Information Technology, Faculty of Information Technology, University of Moratuwa, Sri Lanka, 10400 | thilinat@uom.lk
- **Mr. Deependra Ariyadewa** | Associate Director/Architect, WSO2 Lanka (Pvt.) Ltd. | deep@wso2.com