

Anuda Weerasinghe

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Education

**School of Computer Science,
Carnegie Mellon University**
Bachelor of Science
Computer Science, May 2024
GPA: 4.0/4.0 (Dean's List)

Relevant Coursework:

- Intro to Computer Systems
- Principles of Functional Programming
- Principles of Imperative Computation
- Mathematical Foundations for CS

**The Overseas School of
Colombo**
IB Diploma
Valedictorian, Class of 2020
IB Points: 40/45

Skills

Languages:

Java · C · JavaScript · Python

Frameworks/Technologies:

Node.js · Angular.js · Flutter ·
Android/iOS Development ·
SpringBoot · MySQL · MongoDB

Other:

LaTeX · Adobe PhotoShop ·
Adobe Premiere

Activities

ScottyLabs
Member

- Lead Development of Backend for TartanHacks Dashboard App.
- Conducted talks on Flutter and Deployment at Crash Course and WDW 2020.

Work Experience

Axiata Digital Labs · Software Development Intern June 2019 - August 2019

- Designed and developed an emergency response app for HR to identify affected staff after an emergency.
- Developed an Android POS system for Genie merchants to create dynamic/static QR codes, accept payments and see the transaction status.

Dialog Group Sustainability · Intern June 2018 - August 2018

- Designed and presented an AI/Machine Learning integration strategy to augment the next evolution of the GoviMithuru product.
- Developed an Android App to collect crop pest and disease data for the GoviMithuru team to train a computer vision model in the future.
- Built a Facebook Messenger chatbot to collect donations for community service projects.

Ideamart · Software Development Intern June 2018 - August 2017, December 2017

- Conducted research and planning to design a smart weather network, which collects real-time weather data, generates predictions and communicates them.
- Presented at developer engagement events across Sri Lanka on Ideamart's Telco API platform.
- Worked on Google Home integration for SmartLife IoT products.

Selected Projects

SAISA Live Platform · September 2019

- Android and iOS Mobile App with live scores, media and livestreams from SAISA tournaments deployed in ten international schools across South Asia.
- Developed a web-based Content Management System for tournament hosts to add/edit data on the apps.

qbank.lk · May 2020

- Web based questionbank subscription service that allows high school students in Sri Lanka to search and practice with past paper questions sorted by subject, topic, year and paper type.
- Integrated Ideamart's Subscription API to allow for charging through users' mobile connections.

SmartTrash · June 2017

- Android and iOS applications that incentivize responsible e-waste disposal through the provision of Internet Data rewards.
- Integrated the Google Vision and IdeaBiz Digital Rewards APIs along with QR code based verification to verify the disposal and provide the data reward.

Vegetable Price Prediction with ML · January 2019

- An extended research project to mitigate the price volatility problem in the Sri Lankan vegetable market using Machine Learning models.
- Completed economic research at multiple vegetable vendors to select the relevant features and create the dataset.
- Trained various ML models to build a model that could predict the price of vegetables two weeks into the future with 78% accuracy.