

Anuda Weerasinghe

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Education

**School of Computer Science,
Carnegie Mellon University**
Bachelor of Science
Computer Science, May 2024

Teaching:

- Foundations of Software Engineering

Relevant Coursework:

- Intro to Computer Systems
- Distributed Computing
- Great Ideas in Theoretical Computer Science
- Probability and Computing

**The Overseas School of
Colombo**
IB Diploma
Valedictorian, Class of 2020

Skills

Languages:

JavaScript/TypeScript · C · Python · Java · SML

Frameworks/Technologies:

Node · React · Flutter · GraphQL · Android/iOS Development · MongoDB

Activities

ScottyLabs

Director, 2022 - Present

- Leading teams across tech, design, finance, outreach and events verticals to facilitate tech events, hackathons, and projects for the CMU community.

ScottyLabs

Director of Technology, 2021-22

- Leading team of 40-50 student developers.
- Developing and maintaining 10+ software projects and APIs for the CMU community

Work Experience

Meta · Software Engineering Intern

May 2022 - August 2022

- Implemented a new ads management experience on Meta Business Suite for web, where millions of small-to-medium sized businesses manage their presence on Facebook, Instagram, Messenger and WhatsApp.
- Audited existing infrastructure and identified key leading and lagging indicators for alerting and monitoring to aide the early detection and resolution of issues in the advertiser experience on Meta Business Suite.
- Completed a hackathon project for a new feature on Instagram called Dailies that aims to increase user engagement by prompting users to post to their close friends at a random time of the day.
- Developed starter tasks and guided new engineers and bootcampers through their completion.

McKinsey and Company · Special Program Coordinator

June 2021 - August 2021

- Developed a strategy to improve the sustainability of a not-for-profit hospital in Jaffna by implementing digital health, remote care, cross-subsidization and price differentiation.
- Contributed to a 5-year business strategy proposal for a leading apparel manufacturer in Sri Lanka.

ZUZLab · Research Assistant

May 2021 - May 2022

- Led development of the redesigned ZUZ wallet and marketplace where customers can exchange ZUZ and businesses can raise money by selling claims to their future goods and services at a discount.

Axiata Digital Labs · Software Engineering Intern

June 2019 - August 2019

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

Selected Projects

Project Bakery · February 2022

- Connects early stage project ideas with co-founders, talent, mentorship, and funding while guaranteeing idea/IP protection and fair equity distribution using blockchain.

SL Sports Platform · December 2020

- Spearheaded development of athlete management platform for Sri Lanka Sports Ministry.
- Platform includes a mobile app for coaches/athletes and a web app for admins to track athlete performance, profiles and payments.

SAISA Live Platform · September 2019

- Mobile/Web Apps with live scores, media and livestreams from SAISA tournaments deployed in ten international schools across South Asia.

Vegetable Price Prediction · January 2019

- An extended research project to mitigate the price volatility problem in the Sri Lankan vegetable market using Machine Learning models.
- Trained various ML models to build a model that could predict the price of vegetables two weeks into the future with 78% accuracy.