W. A. Shamle Imal Thilaksiri

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EDUCATION

Monash University Malaysia – Currently final/3rd Year **(Graduating in 2027 February)**
Degree: Bachelor of Science in Computer Science | Major**:** Software Engineering
Edith Cowan University (Diploma in Computer Science) - Rajagiriya **(2023 – 2024)**
E.C.U. Diploma Results: 7 HD's & 1 Cr
Gateway College Colombo - Schooling **(2012 – 2023)**
O/L: 9 A*, 2 A, 1 B | A/L (IAL): Computer Science (C), Physics (B), Mathematics (C), Chemistry (C)
Scholarships: Edexcel High Achiever Scholarship (Edexcel O/L) - School | Monash 1st year – High Achiever
Pursuing certifications: Practical Junior Penetration Tester (PJPT) by TCM Security (Cybersecurity Cert), CCNA Fundamentals and C.S.50 (Computer Science Cert)

KEY SKILLS

- Programming Languages
  - Python, C++, Java, Kotlin, SQL, Bash
- Web Development
  - Front-end: HTML, JavaScript, React
- Frameworks & Libraries
  - React (Front-end JavaScript library)
- Operating Systems & Environments
  - Linux
  - Windows Server (Active Directory environment)
  - Microsoft 365 / Azure environment
- Networking & Infrastructure
  - Good understanding of networking fundamentals:
  - TCP/IP stack
  - Common network protocols (e.g., HTTP, FTP, DNS, etc.)
  - IT infrastructure concepts
- Familiarity with Cisco tools and technologies

INTERNSHIP AND WORK EXPERIENCE

Cloud IOT (8-month internship) – Software Engineering **(December 2025 - July 2026)**

- Developed and tested backend features of a financial website using *Node.js, Express.js, MongoDB, React.js, and GitLab.*
- Created data migration scripts to transfer legacy invoice records into a redesigned *MongoDB* database structure.
- Designed and executed 39+ load-testing scenarios covering authentication, entity management and document processing.
- Performed performance and stress testing using *Postman and Atatus* to analyze system stability, resource utilization, and application performance under concurrent workloads.
- Investigated, reproduced, and documented production issues related to document validation, invoice cancellation workflows, and document management performance.
- Developed a system update notification banner using *React.js and CSS*, integrating it across the website.
- Produced technical documentation for backend architecture, including authentication, authorization, database transactions, file storage, and third-party integrations.

UDA Holdings (1-month internship) – Research and teamwork **(June 2026 – July 2026)**

- Contributed to a Solar PV feasibility and strategic benchmarking project for UDA Holdings Berhad in a group of 7, aimed at evaluating whether Solar PV implementation could reduce electricity costs, support sustainable adoption, and improve long-term operational efficiency.
- Assessed technical viability, financial potential, operational requirements, provider options, and implementation risks for rooftop Solar PV deployment.
- Developed the strategic implementation plan, including phased rollout, provider selection criteria, procurement approach, KPI framework, governance structure, and next-step recommendations.

PROJECTS (Software Engineering & Cybersecurity)

- **C ++:** Built a 2-player card game called **Pairs** using object-oriented programming in C++. Designed modular classes (Player, Card, Application) to handle gameplay logic, score tracking, and pair detection. Implemented a clean menu system with input validation, file I/O for game rules, and memory management using pointers and heap allocation. Developed using CLion and documented design decisions in a detailed reflection report.
- **Python:** UNO Game (Terminal-based Python Game)
  Developed a CLI-based version of the UNO card game using Python to simulate real-game logic. Designed custom data structures to manage player turns, decks, card types, and rules. Applied object-oriented principles to encapsulate card logic, game rules, and user interaction. Focused on clean state management and modular function design for game flow.
- **Kotlin:** Developed a **Kotlin-based diet** application that allows users to input their dietary preferences and eating times, and compiles a meal score accordingly

Cybersecurity

- Published educational articles on networking protocols in (https://techtrendinsights101.blogspot.com/)
- Leveraged Wireshark in real-time scenarios to analyze the 3-way handshake, deepening understanding of critical port functions.
- Experience in implementing VLAN setups efficiently using Cisco Packet Tracer
- Practice in system exploitation and privilege escalation by solving vulnerable machines on platforms such as Vuln Hub and participating in Capture The Flag (CTF) competitions.

VOLUNTEERING & PROFESSIONAL EXPERIENCE

- **Script conference (2023):** Presented the importance of cryptocurrency and the potential of blockchain to the faculty, in Edith Cowan University, Sri Lanka. Represented the technology of a secure currency that does not pertain to a centralized system.
- **Little Dreams Project (2022):** Organized a donation campaign in School, to support a local orphanage from the aftermath of the first COVID-19 outbreak. Collected one month's worth of essentials which includes food items, sanitary products, and stationery.

CLUB AND SOCIETIES

Monash AWS Group — Events Team

- Coordinate cloud-focused events by engaging keynote speakers and industry professionals from AWS Malaysia, as well as representatives from other educational institutions.
- Support event planning and speaker outreach to increase student awareness of cloud technologies, AWS services, and related career opportunities.

Monash Google Developer Group on Campus — Technical Developer

- Contribute to the development of technical initiatives for society and a Hackathon website.
- Research development tools and technologies within the Google Workspace ecosystem to support collaboration, event delivery, and future club projects.

E-Sports Society, Gateway College (School) Event Organizer

- Co-organized an inter-house e-sports competition in 2020 for secondary-school students from Grades 6 to 13, featuring competitive games such as Clash Royale and Call of Duty: Mobile, etc.
- Managed the end-to-end delivery of the fully virtual competition, including match scheduling, participant coordination, live streaming, commentary, tournament brackets, finalist selection, score tracking, and point allocation.
- Helped develop and maintain an event website displaying the competition agenda, match results, final scores, and team standings.
- Supported the planning and delivery of the final awards ceremony for winning participants and teams.