JAYANATH SHANIL PRAVEEN DIWAKAR

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 Portfolio | in shanil-praveen | ShanilPraveen

Summary

Enthusiastic Computer Science and Engineering undergraduate at the University of Moratuwa, driven by a passion for continuous learning and turning ideas into reality through innovation. Currently gaining foundational knowledge in Machine Learning, Data Science, Full Stack Development, and Cloud Technologies, with a strong commitment to continuous learning and problem-solving. Seeking an internship or entry-level position to apply technical skills and contribute to innovative projects.

Education

Undergraduate – Department of Computer Science and Engineering, Faculty of Engineering, University of Moratuwa.   2023 – Present

- Current GPA: 3.78/4.0
- Dean's List Recipient: Achieved Dean's List status for 2nd and 3rd Semesters (SGPA: 3.82).

Taxila Central College Horana.   2013 – 2021

- Passed G.C.E. A/L Examination (2021) with Combined Maths(A) , Chemistry(A) , Physics (A) Z-score – 2.2764
- Passed G.C.E. O/L Examination (2018) with 9As.

Experience

MoraSpirit   May 2024 – Present

- **Member, Web and Technology Pillar** (May 2025 – Present)
    - Currently developing a centralized backend for MoraSpirit's functionalities using microservice architecture.
    - Collaborating with pillar members to design and implement scalable technological solutions.
- **Member, Photography Pillar** (May 2024 – Apr 2025)
    - Covered university sports events for MoraSpirit, capturing key moments and creating compelling visual content.

Projects

InfluesCO - Influencer Recommendation Engine (Ongoing)   GitHub Repository

- Developing a platform that helps local Sri Lankan brands to find suitable YouTube influencers for marketing campaigns by analyzing content and engagement patterns.
- key features include a recommendation engine, content profiling and clustering, and time-series forecasting to predict an influencer's growth potential.
- *Technologies Used :* YouTube API V3, MongoDB, PostgreSQL, Pinecone, Prophet, DBSCAN, FastAPI, React.js

Spirit11 - Fantasy Cricket Web Application (Ongoing)   GitHub Repository

- Developing a full-stack fantasy sports platform where users can create teams, manage players, track live stats, and compete on leaderboards.
- It features secure user authentication, dynamic player pricing, budget constraints, role-based admin controls for managing players and stats and an AI-powered chatbot assistant.
- *Technologies Used:* Node.js, Express.js, PostgreSQL, Prisma, Next.js, Tailwind CSS

RAG Application (Gen AI Intensive Course Project)   GitHub Repository

- Developed an AI-powered platform that interprets board game rulebooks from PDFs and answers user questions with cited references.
- Features include conversational memory, answer sourcing with page/rulebook location, and session-based data deletion.
- *Technologies Used:* FastAPI, LangChain, Qdrant, Google Gemini API, Next.js, Tailwind CSS

AI-Powered Restaurant Feedback Analysis System   GitHub Repository

- Developed an AI-powered system that automates the processing of customer feedback and generates actionable insights for restaurant management.
- Implemented three specialized agents for generating customer responses, analyzing trends and creating visualizations, and producing comprehensive reports with business recommendations.
- *Technologies Used:* Python, LangChain/LangGraph, Groq (LLM), Pandas, Prompt Engineering

Mystic Mayhem | Java CLI Game   GitHub Repository

- Developed a turn-based, object-oriented Command-Line Interface (CLI) game in Java, simulating strategic combat.
- It features persistent player profiles using serialization, a dynamic combat system based on character stats, and engaging gameplay with customizable armies, in-game transactions, and strategic home ground effects.
- *Technologies Used:* Java, Object-Oriented Programming, Serialization

AI Candidate Ranking (Microservice for ResumeRover)   GitHub Repository

- Developed a microservice for AI-driven candidate ranking as part of the ResumeRover recruitment platform as part of the Software Engineering module.
- Contributed to data preprocessing for the ranking model and implementation of the backend for the candidate ranking service.
- *Technologies Used:* Python, FastAPI, Decision Trees

Music Hype Prediction (Machine Learning Approach)   GitHub Repository

- Developed two machine learning pipelines for a Kaggle-hosted regression competition to predict song popularity scores (0-100) using real-world music data.
- Applied machine learning techniques to audio features and artist statistics within a supervised regression problem.
- *Technologies Used:* Python, pandas, numpy, scikit-learn, matplotlib

Leadership & Volunteering

Member, HR and Logistics Committee, Mathematics Society, University of Moratuwa.   Jan 2025 – Present

- Manages HR-related activities and logistical operations for the Mathematics Society, including event organization and resource allocation.
- Applies skills in project management, strategic planning, and event coordination to ensure smooth execution of society initiatives.

Member, Classical Music Society, University of Moratuwa   2023 – Present

- Actively contributes to the organization and execution of society events.
- Assisted with logistics management, crowd control, and strategic planning for successful event delivery.

Member, Sasnaka Sansada Foundation   2023 – Present

- Participated in various community service initiatives and volunteer programs.

Co-Chairperson, SpiritX 2025, MoraSpirit   Feb 2025 – May 2025

- Co-led SpiritX 2025, MoraSpirit's inaugural inter-university hackathon, engaging 160+ teams and 650+ participants from over 20 universities.
- Managed end-to-end event execution, including curating two impactful stages (Xcelerate and ImagineX).

Member, Publicity Committee, SLIoT Challenge   Dec 2024 – Apr 2025

- Executed promotional strategies for SLIoT Challenge 2025, a national-level IoT competition, maximizing outreach and participant engagement.
- Gained hands-on experience in event marketing, strategic planning, and analytical thinking, contributing to the event's overall success.

Technologies

Languages: Python, C++, Java, SQL, JavaScript

Frameworks & Libraries: React, Next.js, Node.js, Express.js, FastAPI, Tailwind CSS

Databases: MySQL, MongoDB, Qdrant

Development Tools: GitHub, Postman, Figma

Certifications & Awards

- **Supervised Machine Learning: Regression and Classification** (Coursera, Issued Feb 2025)
- **Intro to Deep Learning** (Kaggle, Issued Jul 2025)
- **Computer Vision** (Kaggle, Issued Jul 2025)
- **5-Day Gen AI Intensive** (Kaggle, Issued Apr 2025)
- **Back End Development and APIs** (freeCodeCamp, Issued Apr 2025)
- **Introduction to Cloud Computing** (Simplilearn, Issued Dec 2024)
- **React Basics** (Meta, Issued Jun 2024)
- **Web Design for Beginners** (University of Moratuwa, Issued Jan 2024)
- **Python for Beginners** (University of Moratuwa, Issued May 2023)
- **MoraXtreme 9.0** (IEEE Student Branch University of Moratuwa, Issued Oct 2024)
- **Merit award for Combined Mathematics** (Taxila Central College, 2020/2021)

Interests

Classical Music, Photography, Volleyball, Cricket

References

- **Dr. Adheesha Wijayasiri**
  Senior Lecturer
  Course Coordinator - MBA in IT
  Department of Computer Science & Engineering,
  Faculty of Engineering,
  University of Moratuwa, Sri Lanka
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- **Dr. Sandareka Wickramanayake**
  Senior Lecturer
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