

# SAVIN DE ALWIS

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## EDUCATION

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### Monash University Malaysia

*Bachelors in Computer Science, Majoring in Advanced Computer Science*

- Expected graduation: Mar 2027 — WAM: 77.4% (Year 2 Sem 2)

Subang Jaya, Malaysia

March. 2025 - Present

### Universal College Lanka

*Diploma in IT (Computer Science), WAM: 93.1%*

- Monash College Diploma in IT Global Award for Highest Average (2024)
- Monash Award of Excellence for Introduction to Programming
- 40% Merit Scholarship

Colombo, Sri Lanka

Feb. 2024 - Oct. 2024

### Gateway College Dehiwala

*Pearson Edexcel A-Levels: 4 A\*s, 1 A, WAM: 94.3% — Pearson Edexcel O-Levels: 11 A\*s*

- 35% Merit Scholarship

Colombo, Sri Lanka

Nov. 2018 - June. 2023

## PROJECTS

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### Noted | React, Firebase, Django, Docker

Nov 2024 – March 2025

- Co-developed a full-stack web application to manage enrollment, marking, and performance analysis for Model United Nations Conferences, used in COMUN 2025 by **500+** delegates
- Developed a bias mitigation algorithm that prioritized delegates based on prior recognition and performance, improving fairness in judging
- Built a **Hybrid User Interface** featuring a CLI with advanced validation and auto-complete for rapid data entry
- Created a **REST API** using **Django**, integrated with a **Firestore** NoSQL backend

### ElevateMe | NextJS, React, Firebase | Team Project (3) — **Full Stack Developer**

July 2025 – Present

- Co-Developed a performant multi-page web application using **NextJS** used to manage and analyze feedback in Youth Conferences, supported by a **UN endorsed NGO** and used in Sri Lanka Model United Nations (SLMUN) to serve **1200+ delegates**
- Led **UX design** and **database architecture**, collaborating with a co-developer and a marketing lead to align technical implementation with user needs and outreach strategy
- Implemented a complex attribute-based access control system (**ABAC**) to provide granular control of user roles and permissions in each event

### Path Finding Algorithm Visualizer | Python, PyGame

March 2025 - June 2025

- Implemented **BFS**, **DFS**, **Dijkstra's**, and **A\*** using custom data structures to help students' visualize path finding and maze generation
- Visualized algorithms using **PyGame** with custom terrain, tracking comparative runtime, memory and efficiency

### Wordle Solver | Python

Feb 2022 – Nov 2022

- Applied **information theory** concepts such as entropy and word commonality frequencies to design a near-optimal guessing algorithm for **Wordle**, **12%** better than the average human player

## EXPERIENCE

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### Computer Science Tutor

Nov 2021 - Feb 2022

*Self employed*

Colombo, Sri Lanka

- Tutored 20+ students in **Python**, **C++**, computational theory; created lesson plans and adaptive exercises

## TECHNICAL SKILLS

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**Languages:** JavaScript, TypeScript, Python, C++, Java, SQL, HTML, CSS

**Frameworks/libraries:** React, NextJS, Node.js, Django, ShadCN

**Developer Tools:** Git, Docker, VS Code, PyCharm, IntelliJ

**Concepts:** Data Structures and Algorithms, Object Oriented Programming, Frontend Performance Optimization, Backend APIs, User Authentication and Role Management (**RBAC**, **ABAC**), SQL (Normalized) and No-SQL (De-normalized) Database Design