

Hashan Punchihewa

Second Year Computing Undergraduate, Imperial College London

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[Website](#) [GitHub](#) [LinkedIn](#)

Education

Imperial College London, MEng Computing

2017 - 2021

- First class result in first year (87%)
- 97% in programming
- Awarded the G Research prize for academic excellence at the end of the year
- Won two prizes as part of group projects, *Most Interesting Extension* for one and *Second Best Overall Project* for the other
- Distinction in an Extra Credit French Level 3 Module (B1 in CERF)

Westcliff High School for Boys

2010 - 2017

- Founded Algorithms Society
- Won both the Year 10 and Year 12 Speech Day prizes for Computer Science
- 3A*s (Mathematics, Further Mathematics, Computer Science) and 1 A (Economics) at A Level
- 11 A*s and 1 A in GCSEs, as well as an A in FSMQ Additional Mathematics
- Member of the committee for Charity Week 2016, responsible for the website and other promotional materials

Projects

Snake

- This was a group project in first year. The first two parts involved writing an ARMv6 emulator and assembly. Each group then had to do an extension.
- My group wrote an adaption of the game Snake, which was played on a 32x32 LED matrix, and runs on a Raspberry Pi.
- We were chosen as the winners of the *Most Interesting Extension* prize, by representatives from the Raspberry Pi Foundation.

AI in Radiology

- This was another first-year group project I took part in, where we had to create a website about the practical applications of deep learning in medical imaging.
- We won 2nd place for the best overall project out of all the group projects, and we won the award for best presentation in the medical imaging category.

Pandora

- Pandora was a virtual learning environment I developed while at school.
- Features included the creation of online quizzes by teachers that students could take and would be automatically marked. It also allowed teachers to upload files for students to download.
- This was written as a single page web application with a Node.js backend.

IC Hack 2018

- I participated in Imperial College London's Computing Society's annual hackathon in 2018, and worked with a team of people to make a group music streaming app, that used Spotify's API. I worked on writing an iOS app in Swift.

Algorithms Society

- At school I ran a society, to encourage programming. One major activity involved was teaching Haskell.
- To make this easier I built a simple online IDE for running Haskell programs securely in Docker containers.

Experience

Undergraduate Research Opportunities Programme

- I worked with the Verification of Autonomous System research group at Imperial during the summer of 2018, looking at parameterised model checking.
- I extended the department's model checker written in C++, to support a parameterised model checking algorithm.

Skills

Languages

- Familiarity with Java and Haskell.
- Familiar with the low-level languages C and C++ and associated tooling such as Valgrind, Make and GDB.
- Familiarity with web development technologies such as HTML, CSS and SASS, as well as tooling such as Gulp and Webpack.
- Familiarity with JavaScript, both in the browser and on Node.js, as well as frameworks such as React.
- Willingness to learn new languages as needed.

Tools

- Experience with developer tools such as Linux, Bash, Git, Vim, Docker, Nginx.
- Experience with SQL, NoSQL and key-value databases.
- Familiarity with tools for writing content including \LaTeX and Pandoc.
- Used technologies for deployment such as Heroku, Amazon Web Services and Digital Ocean.