

VIRUL MEEMANA

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PROFESSIONAL SUMMARY

Information Technology undergraduate at SLIIT with experience developing full-stack software solutions and data driven applications using Go, React, PostgreSQL, Docker, and Python. Passionate about leveraging software engineering to build impactful tools, with a strong interest in sustainability and environmental assessment. Equipped with proven analytical thinking and technical writing skills. Eager to join a dynamic research team to design scalable assessment frameworks and contribute to the sustainable future of Sri Lanka's construction industry.

EDUCATION

BSc (Hons) in Information Technology

2024 – Present (3rd Year)

Sri Lanka Institute of Information Technology (SLIIT)

TECHNICAL PROJECTS

Makabasla GMS

Client-Based University Project

Go, Echo, gRPC, PostgreSQL, Consul, Docker, Next.js, React, Tailwind CSS

- Developed real world management solution using a scalable microservices architecture applicable to complex assessment tool development.
- Built backend services using Go, gRPC, and PostgreSQL with a Next.js frontend and Docker-based deployment workflow.
- Implemented API gateways, authentication, and structured data management while exploring scalable system design principles for future expansion.

Car Brand Classification

Deep Learning & Data Analysis Project

Python, PyTorch, timm, EfficientNetV2-S, OpenCV, NumPy, Pandas, Matplotlib

- Developed an end-to-end deep learning pipeline for multi-class image classification using PyTorch and transfer learning.
- Conducted data exploration, preprocessing, and class imbalance handling on a dataset of 4,165 images.
- Achieved 99.04% test accuracy through rigorous evaluation and deployed an inference interface for real-world predictions.

EXPERIENCE & ACHIEVEMENTS

Assistant Division Manager

2026 – 2027

Data Analysis & Software Division, SEDS SLIIT

- Directed the development team for the official SEDS SLIIT website, overseeing its end-to-end design, data architecture, and maintenance.
- Managed the cross-functional publication pipeline between writers and developers, coordinating technical documentation and software initiatives.

Project Coordinator

2026 – 2027

Mozilla Campus Club of SLIIT

- Established agile workflows using GitHub Projects to track developer milestones and project progress across multiple initiatives.
- Facilitated communication between contributors and leadership to ensure the timely delivery of open-source projects and technical events.

Game Developer Intern

RI Studios

- Engineered cloud-based architectures using Firebase Cloud Functions and Firestore to build and manage large-scale statistical data.
- Gained hands-on experience in developing scalable, real-time backend systems within a professional software engineering environment.