

# Aathman Tharmasanthiran



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[github.com/AathmanT](https://github.com/AathmanT)

## EDUCATION

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### Master of Science in Computer Science

Aug 2023

Purdue University, West Lafayette, IN

### B.Sc. Engineering (Hons) in Computer Science and Engineering

Oct 2016 - Mar 2021

University of Moratuwa, Sri Lanka

- **GPA 3.87/4.2 First Class Honors**

### G.C.E. Advanced Level - Physical Science Stream

2015

St. John's College, Jaffna

- Distinctions in Combined Mathematics, Physics, Chemistry, and General English

## INDUSTRIAL EXPERIENCE

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### Software Engineer - Machine Learning

Apr 2021 - Jul 2023

I Research & AI Team, WSO2 LLC, Sri Lanka

- Responsible for conducting research on different preprocessing techniques to extract features from Ballerina Syntax Trees and used LLMs to provide code suggestion and code generation features for the users.
- Experimented with various prompt designs for different Large Language models to translate Natural language user commands to API calls and execute them.

### Research Intern

June 2019 - Dec 2019

I Research & AI Team, WSO2 LLC, Sri Lanka

- Worked on the automatic tuning of Ballerina microservice thread pool size based on real-time load configurations, using Gaussian Process and Bayesian optimization and conducted research on the automatic tuning of Database server parameters and tried to utilize literary works in that area.

## RESEARCH EXPERIENCE

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### AI based motion planning for multi-agent rearrangement

Ongoing

- Researching on developing a novel motion planning algorithm that can improve the decision making capabilities of mobile robots that are working on picking and moving objects to a required target location.

**Threat detection in Consumer Video Surveillance** | Final Year Project 2020-2021

- A novel approach to incorporate multiple aspects, such as human behaviors and facial emotions found in videos, to improve the accuracy of Consumer video surveillance
- Responsible for developing the Multi-Aspect Learning GSOM algorithm

**Anomaly detection in Industrial IoT settings** | Final Year Project 2020-2021

- This research focuses on Anomaly detection in Industrial IoT environments using a modified version Geometric SMOTE algorithm and a novel GSOM classifier.
- Responsible for developing GSOM classifier and running experiments using various Machine Learning models.

## PUBLICATIONS

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**Peer-reviewed journal:**

- V. Christopher\*, **T. Aathman\***, K. Mahendrakumaran\*, R. Nawaratne, D. De Silva, V. Nanayakkara, and D. Alahakoon, “Minority Resampling Boosted Unsupervised Learning with Hyperdimensional Computing for Threat Detection at the Edge of Internet of Things” IEEE Access, vol. 9, pp. 126646–126657, 2021. (Sep 2021) [[pdf](#)]

**Manuscript under internal review:**

- **T. Aathman\***, K. Mahendrakumaran\*, V. Christopher\*, R. Nawaratne, D. De Silva, V. Nanayakkara, and D. Alahakoon, “Human affect and behavior based Threat prediction”

\* - Equal contributions by authors

## MENTORING AND SUPERVISING EXPERIENCE

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**Mentor, WSO2 | University of Moratuwa - Faculty of IT** Aug 2022 - Jun 2023

- Volunteered to guide student groups in their Software Engineering Industry project and also prepared and reviewed supporting materials required for those eight students.

**Co-supervisor, WSO2 | University of Moratuwa - Department of Computer Science & Engineering** Aug 2022 - Jun 2023

- Volunteered to supervise a three member Research project team, guiding them about problem formulation, research, etc., on the topic “AI-based anomaly detection of microservice graphs”.

## PRESENTATIONS

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### Machine Learning Observability Presentations to Research & AI team members | WSO2 2022

- Conducted a total of six sessions on ML Observability, introducing the concepts and exploring how they can be adopted into WSO2 Machine Learning pipelines.
- During these sessions, I emphasized the importance of monitoring the model's performance, data bias, fairness and interpretability of the models during the training and inference process to improve the overall performance of the models.
- Responsible for the successful adoption of Machine Learning Observability for the WSO2 Performance Analyzer.

## HONORS AND AWARDS

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- **Mahapola Higher Education Merit Scholarship** 2016-2021  
This scholarship is awarded to undergraduate students who demonstrate outstanding academic performance in the G.C.E Advanced Level examination and become top 10% in the country.
- **Winner** (Team Leader) in **HackX** 2018  
Inter-university hackathon organized by the University of Kelaniya
- **Winner** (Team Leader) in **IEEE SS12 Pilot Competition** 2018  
Hackathon organized by the IEEE Student Branch, University of Moratuwa
- **Southeast Asian level Finalist Representing Sri Lanka** (Team Leader) in **IEEE SS12** 2018  
Hackathon organized by IEEE Education Society Madras Section
- **Finalist** (Team Leader) in **Yarl Geek Challenge** 2018  
Hackathon organized by Yarl IT Hub

## CERTIFICATIONS

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- Udacity Deep Reinforcement Learning Nano Degree, 2021 [[view](#)]
- Mathematics for Machine Learning: Multivariate Calculus, 2022 [[view](#)]
- Machine Learning Engineering for Production (MLOps) Specialization, 2022 [[view](#)]
- Deploying Machine Learning Models in Production, 2022 [[view](#)]
- Machine Learning Data Lifecycle in Production, 2022 [[view](#)]
- Machine Learning Modeling Pipelines in Production, 2022 [[view](#)]
- Introduction to Machine Learning in Production, 2022 [[view](#)]

## VOLUNTEER EXPERIENCE

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### Conference Proceedings Reviewer

Apr 2022

| 15th IEEE International Conference on Human System Interaction held in Melbourne, Australia, July 2022

- Reviewed several research papers and provided feedback.

### Volunteer contributor

Jun 2022 - Jun 2023

| Lanka Software Foundation

- Reviewed and collaborated with members of the General Information Graph project, providing feedback and suggestions to improve the project.

### Volunteer member

2016 - 2021

| Tamil Literary Association, University of Moratuwa

- Responsible for conducting a G.C.E Advanced Level Pilot examination, "Mora Exam", including volunteer proofreading, paper correction, and student answer marking.

## OTHER EXPERIENCE

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### ArthroCure | Hackathon

2018

An exercise video game for arthritis patients using a Kinect sensor and Unity game engine that motivates the users to perform useful exercises, relieving them from the severe effects of arthritis.

## TECHNICAL SKILLS

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### Programming languages and Data Science packages:

Python, PyTorch, TensorFlow, Keras, pandas, NumPy, sci-kit learn, Java

**Databases:** MySQL, MongoDB

**Other:** Docker, Unity

**OS:** Ubuntu, Windows