

Fourth-year Ph.D. Candidate in Computer Science at William & Mary, advised by Prof. Oscar Chaparro. My research leverages Large Language Models (LLMs) and Deep Learning to improve developer productivity and software evolution. I bring 6 years of industry experience building production ML/DL systems.

EDUCATION

William & Mary, Williamsburg, VA Sep 2022 – present

- Ph.D. in Computer Science (GPA 4.00 / 4.00) | Advised by Prof. Oscar Chaparro
- International Student Opportunity Scholarship (2024)

University of Moratuwa, Sri Lanka Feb 2016 – Jan 2020

- B.S. (Hons) in Computer Science & Engineering (GPA 3.53/4.00)
- Graduated with Distinction (SGPA 3.98 / 4.00, A+ Bachelor's Thesis)

EXPERIENCE

Graduate Research Assistant Sep 2022 – Present
William & Mary Williamsburg, VA, USA

- Designed and executed large-scale code comprehension experiments benchmarking GPT-4 against six Machine Learning algorithms (e.g., Random Forest). The study analyzed over 10M human measurements across 150 code snippets, utilizing correlation-based feature selection and SMOTE for data augmentation. By optimizing the pipeline with RAPIDS cuML libraries, able to reduce end-to-end training time by 40%.
- Built a multi-modal Transformer prototype for duplicate detection, using attention mechanisms to weight screen captures against text descriptions. Experimental analysis identified data scarcity as the limiting factor for SOTA performance, proposing a novel synthetic data generation strategy to overcome this bottleneck.

Senior Software Engineer Feb 2020 – July 2022
Enactor Ltd (UK-based) Colombo, Sri Lanka

- Developed and optimized React + backend modules for enterprise clients, improving performance and user experience.
- Improved platform maintainability by 20% via systematic code refactoring and optimization, directly addressing software performance bottlenecks.
- Contributed across the full SDLC, including design, development, deployment, and performance tuning.

Google Summer of Code Intern (Open-Source Project) May 2019 – Aug 2019
The Apache Software Foundation Remote

- Designed and implemented modularized, reusable React components and improved JAX-RS-REST APIs for Apache OODT 2.0.

SELECTED PUBLICATIONS

- Nadeeshan De Silva, Martin Kellogg, Oscar Chaparro. "Relative Code Comprehensibility Prediction." *arXiv preprint*, 2025. [arXiv]
- Y. Song, J. Mahmud, Nadeeshan De Silva, et al. "LadyBug: A GitHub Bot for UI-Enhanced Bug Localization in Mobile Apps" *International Conference on Software Maintenance and Evolution (ICSME)*, 2025. [PDF]
- J Mahmud, Nadeeshan De Silva, S. A. Khan, et al. "On Using GUI Interaction Data to Improve Text Retrieval-based Bug Localization" *International Conference on Software Engineering (ICSE)*, 2024 (Research Track, 6.6% acceptance). [PDF]
- Y. Song, J. Mahmud, Nadeeshan De Silva, et al. "BURT: A Chatbot for Interactive Bug Reporting." *International Conference on Software Engineering (ICSE)*, 2023. [PDF]

SKILLS

Programming	Python, Java, SQL, Bash, CUDA, \LaTeX
ML/DL	PyTorch, Scikit-learn, Hugging Face, RAPIDS cuML, NumPy, Pandas
ML/AI Techniques	LLMs & Transformers (GPT, BERT, Llama), Fine-tuning & Quantization, Multi-modal Learning
Tools & Systems	Linux, Docker, Git, SLURM, Matplotlib, Weights & Biases

HONORS & SERVICE

• Junior Program Committee Member, International Conference on Mining Software Repositories (MSR)	2025
• External Reviewer for ICSE (2023, 2024, 2026), FSE (2023), ICSME (2023, 2025), ICPC (2025, 2026), IEEE Software (2024)	2019
• Best Paper Award, International Conference on Advances in ICT for Emerging Regions (ICTer)	
• ACM SIGSOFT Travel Grants, International Conference on Software Engineering (ICSE 2024, 2026)	
• Presented research at ICSE 2024; Student Volunteer at ICSE 2024, ICSME 2023, ESSEC 2024	
• Apache OODT Project Management Committee (PMC) Member & Committer	2021–2023