

BUDDHIKA JAYAWICKRAMA



GET IN CONTACT

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WORK EXPERIENCE

TECHNICAL LEAD

Arimac Lanka (pvt) Ltd | November 2021 – present

- Manage a team of game developers and artists to deliver new games or revamped games weekly.
- Collect daily progress of the developer's projects and give feedback for improvement.
- Research and develop tools to add new functionality or increase productivity in game development process.

SENIOR SOFTWARE ENGINEER

Arimac Lanka (pvt) Ltd | April 2020 – November 2021

- Train interns to familiarize with the web game development process.
- Assess the quality of the delivered games
- Guide the dev team to improve the game feel within the gameplay.

SOFTWARE ENGINEER

Arimac Lanka (pvt) Ltd | July 2018 – April 2020

- Publishing games to IMI Games mobile gaming platform
- Integrate a game template using Pixi.js to increase the development freedom and customizability.

INTERN

Arimac Lanka (pvt) Ltd | January 2017 – July 2017

- Learn the tools and process of developing games for mobile.
- Develop and publish Construct2 games to a mobile gaming platform.

VISITING LECTURER

University of Sri Jayewardenepura | 2019 – present

- Conduct weekly lectures and practicals to familiarize with the game development process and tools.

EDUCATION HISTORY

UNIVERSITY OF MORATUWA, SRI LANKA

BSc. (Hons) in Information Technology

- Member, INTECS Outreach seminar program
 - The program conducts sessions on emerging new technologies to local schools.

ACHIEVEMENTS

- Finalist in Venture Engine's Hackathon 16'.
- Runner's up in 'My Idea of a Zero-Carbon City' competition.
- Contestant in FIT Code Rush coding competition organized by the Faculty of Information Technology
- Participated in Fuegoistica Android game development competition, conducted by AIESEC Colombo South

PUBLICATIONS

LETTER SEGMENTATION AND MODIFIER DETECTION IN PRINTED SINHALA SIGNAGE.

- Presented in 18th international conference on advances in ICT for emerging regions (ICTer)
- Published in IEEEExplore Digital Library

PERSONAL PROFILE

A software engineer with hands-on experience and passion in game development.

AREAS OF EXPERTISE

- Pixi.js, Construct2, Unity
- JavaScript, Python, C#
- Photoshop, GIMP, Audacity

PROJECTS

- IMI Games, Ongoing mobile multiplayer project.

[link to detailed list of projects](#)

OTHER SKILLS

- Problem solving
- Research
- Team management

NON-RELATED REFEREES

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