

Madhuka Devinda

Intern Game Developer/ Unity Developer

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SUMMARY

Innovative and passionate unity game developer 1+ years of experience in designing and developing engaging game features. Willing to write game stories and develop games based on those stories. Seeking to leverage my technical and creative skills to develop innovative and engaging games as an Intern at a game development studio.

EDUCATION

BSc (Hons) Computing | Wrexham Glyndwr University, Wrexham | Second Lower Division

NDT in Information Technology | Institute of Technology, University of Moratuwa | GPA - 3.29/4.0

Game development mini degree | Ceylon School of Game Design | 2022 - 2023

PROJECTS

GAMING PROJECTS

Biscuits (FPS) | Single player, FPS survival horror game is developed based on a short film story which we filmed. (Unity / Unity Assets / Mixamo)

- Designed whole level to get horror feeling experience as best using unity free assets.
- Developed player controls, inventory system, weapon system and other game mechanics.
- Developed enemy AI behaviors. (Crazy man, assassin, and forest protector)
- Designed and developed jump scares to increase player's horror feeling.
- Created cutscenes using cinemachine and placed it in the level.
- Optimized the game using optimization techniques.

Link - <https://keema98.itch.io/biscuits>

Dungeon Escape (2D Platformer Game) - Dungeon Escape game was developed by following an Udemy game development course and I developed it further as I could. (Unity / Unity Assets)

- Developed player controls and enemy behaviors.
- Used OOP concepts.
- Learned mobile game development.

Brick Breaker (2D Arkadroid Game) - Brick Breaker was developed by following a tutorial and I developed it up to five levels. (Unity / Unity Assets)

OTHER PROJECTS

Indoor Navigation (Final group project) | Indoor navigation is a mobile app which is developed for the IT division of ITUM to find the shortest path and navigate a person using 2D map to an unknown location. (React Native | Firebase | Flask | TensorFlow | CNN | Dijkstra)

SKILLS & Competencies

Programming Languages (C#)

Game engine proficiency (Unity)

Game design and development

Game mechanics and level design

Game performance optimization

Graphic design (Adobe photoshop)

Version control systems (Git, GitHub)

Soft Skills (Self-Directed Learning, Team collaboration and communication, Time management and organization, Adaptability and continuous learning, Communication, and interpersonal skills)

Languages (English, Sinhala)

EXPERINCE

Software Engineer Internship | Efito Solutions (Pvt) Ltd (06/2021 – 04/2022)

Builder Bid Project

- Working on Builder Bid project as a Full Stack Developer.
 - Programmed using JavaScript in Builder Bid project.
 - Got experience about MEAN stack.
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COURSEWORK

The Ultimate Guide to Game Development with Unity 2019 | Udemy

Game Development Art Create a 2D Action Game with Unity | Udemy

The Ultimate Guide to 2D Mobile Game Development with Unity | Udemy

OTHER

Game development bootcamp and Hackathon – 2021

Scrum Foundations Professional Certificate (SFPC)

REFEREES

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