

Madhuka Devinda

+94 76 977 2372

devin98da@gmail.com

[LinkedIn](#)

[GitHub](#)

[Itch.io](#)

[Ambalangoda, Sri Lanka](#)

SUMMARY

Dedicated and skilled Unity Game Developer with over one year of professional experience in designing and implementing engaging and immersive gaming experiences. Proficient in Unity2D, Unity3D, C#, and other relevant technologies to develop high-quality games that bring game stories to real life. Passionate about staying current with industry trends and continuously enhancing technical skills to contribute effectively to the dynamic field of game development. Seeking opportunities to leverage my expertise and creativity in contributing to innovative and successful game projects.

EDUCATION

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

2022 Sep – 2023 Nov

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

2019 Jan – 2022 Jun

Game development mini degree | Ceylon School of Game Design | 2022 Apr - Current

PROJECTS

GAMING PROJECTS

Biscuits (FPS) | Single-player, first-person survival horror game developed based on an original short film story. Leveraging Unity, Unity Assets, and Mixamo, I led the end-to-end development process, creating an immersive horror gaming experience. (Link - <https://keema98.itch.io/biscuits>)

- Crafted a chilling atmosphere by meticulously designing the entire game level, utilizing Unity's free assets to evoke a genuine horror experience.
- Developed player controls, an inventory system, and a weapon system to enhance gameplay mechanics. Used OOP concepts.
- Implemented dynamic enemy AI behaviors, including a 'Crazy Man,' 'Assassin,' and 'Forest Protector,' to introduce diverse challenges and unpredictability.
- Designed and implemented jump scares strategically to heighten the horror quotient, keeping players on edge throughout the gaming experience.
- Created cinematic sequences using Cinemachine, seamlessly integrating them into the gameplay to enhance narrative elements.
- Employed advanced optimization techniques to ensure smooth gameplay, enhancing performance and user experience.

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 behavior.
- 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)

EXPERIENCE

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

Builder Bid Project (<https://builderbid.com/>)

- Front-end Development with Angular
 - Back-end Development with Node.js
 - TypeScript Development
 - Database Management with MongoDB
 - Collaborative Problem Solving
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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)