DHANUKA NADIRANGA
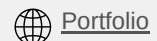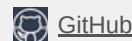
BICT Undergraduate

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LinkedIn   GitHub   Portfolio

ABOUT ME

I am an undergraduate student at the University of Colombo, Faculty of Technology, pursuing a degree in Information and Communication Technology. My passion lies in **Game Development**, where I enjoy blending creativity with **programming** to craft interactive and engaging experiences. I am continuously learning and expanding my skills in Unity and related tools, with a strong interest in exploring new technologies and design approaches. I am currently seeking opportunities in game development to apply my knowledge, grow as a developer, and contribute to projects that bring imaginative ideas to life.

EDUCATION

UNIVERSITY OF COLOMBO   *2023 - Present*
- Bachelor of Information and Communication Technology Honors
- GPA - 3.53

BADULLA CENTRAL COLLEGE   *2020 - 2022*
- G.C.E A/L in Technology Stream (Engineering Technology)
- Z score - 1.9996

TECHNICAL SKILLS

- Game Engines: Unity (Basic of 2D & 3D Game Development)
- Programming Languages: C#, Java, Python, JavaScript, C
- Version Control: Git, GitHub
- Tools: Visual Studio, Visual Studio Code
- Game Design: Level design, gameplay mechanics, UI/UX design
- Scripting & Logic: Player controls, Physics, Object interactions

PROJECTS

FRUIT FLIP – 2D MEMORY GAME
- Created an interactive card-matching game in Unity where players match pairs of identical fruits. Emphasized clean UI design, animation handling, and game flow control.
  Play with Unity

CLICKY CREATES – 2D GAME
- Developed a simple reaction-based game in Unity where players click on randomly appearing objects. Focused on gameplay logic, timing systems, and user interaction.
  Play with Unity

TECHBUZZ - MOBILE APP

- An Android news application that delivers categorized updates on sports, academics, and events. Developed using Android Studio with Firebase Realtime Database for dynamic content management. Features include a modern Material Design interface, a hamburger menu, and dedicated sections for developer and user information.

STUDENT MENTORING SYSTEM

- A web-based platform designed to connect students (mentees) with lecturers (mentors) for academic guidance. The system allows mentees to view mentor details, communicate, and manage mentoring sessions efficiently. Built using the MERN stack with a responsive React frontend and MongoDB Atlas for data management.

CERTIFICATES

- Unity Essentials Pathway
- Unity Junior Programmer Pathway
- Unity Creative Core Pathway (ongoing)

SOFT SKILLS

- Strong leadership and collaboration abilities
- Effective communication
- Proactive approach to problem-solving
- Adaptable and detail-oriented
- Creative mindset
- Critical thinking skills
- Continuous drive to learn and improve

LANGUAGES

- Sinhala (Native)
- English (Proficient)

REFERENCES

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University of Colombo, Sri Lanka.

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