

Gayan Ediriweera

Software Engineer and Exploratory Prototyper

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EXPERIENCE

Freelance Melbourne — Prototyper/Engineer

January 2021 - Present

- Small contracts and shipping VR and mobile apps

Facebook Menlo Park CA, Seattle WA — Software Engineer, Product Design Prototyper

September 2014 - September 2020

- Design/Development of new System UI for VR Headsets
- Exploratory Prototyping on emerging AR/VR input technologies
- Personally demonstrated work to Mark Zuckerberg

Oculus VR Irvine CA — Software Engineer

April 2014 - September 2014

- Development of the System UI for the first consumer VR Headsets, including Oculus Rift and Samsung Gear VR

Frontier Developments Halifax Canada — Software Engineer

August 2012 - January 2014

- Development and prototyping on early HoloLens apps

HB Studios Halifax Canada — Software Engineer

March 2011 - July 2012

- Gameplay prototyping on NBA Baller Beats: a rhythm game played using a real basketball tracked using Kinect
- Development of basketball skill move detection system

Krome Studios Adelaide — Games Programmer

September 2008 - September 2010

- Development on unique control system on the Nintendo Wii version of Star Wars: The Clone Wars: Republic Heroes
- Development of player movement system on Happy Feet 2

EDUCATION

The University of Adelaide Adelaide — Bachelor of Computer Science

2005 - 2007

SKILLS

- Creative programmer combining technical proficiency with design sensibility
- Exploratory prototyping and pathfinding using new technologies
- Significant experience in Unity 3d and game development
- Experience in shipping production software in many languages and technologies
- Strong foundation in computer science fundamentals, 3d math and physics
- Enjoys collaborating with designers and engineers to craft solutions in novel user facing problem spaces

Selected Portfolio (more available upon request)

2016 Prototyping and Development on Oculus Dash
<https://vimeo.com/1052863170>

2011 Prototyping on NBA Baller Beats - rhythm game played using a real basketball
<https://vimeo.com/1052867679>

2009 Player Movement Prototyping on Happy Feet 2
<https://vimeo.com/35861020>