



Gihan Savinda



UI/UX Engineer Intern





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 LinkedIn 

 Portfolio 

 Dribbble 

 Github 

Passionate **UI/UX engineer** and **IOS developer** currently pursuing my degree in Computer Science at Sabaragamuwa University of Sri Lanka. With a strong foundation in user-centered design and a keen eye for detail, I specialize in creating intuitive and aesthetically pleasing interfaces. I have hands-on experience with SwiftUI, UIKit, SwiftData, and CreateML, and I am skilled in wireframing, prototyping, and usability testing, supported by a solid understanding of iOS app development.

Work Experience

3D Artist & Modeler (2021 - 2023)

CrewGen

- Built over **42 3D NFT projects**, contributing to the growing digital asset market.
- Developed **over 7 immersive 3D environments** for metaverses, enhancing user experiences in virtual spaces.
- Designed and **rigged 16 hyper-realistic and comic characters**, ensuring lifelike animations and visual appeal.
- Provided hands-on training and mentorship to two interns, focusing on advanced techniques in texture mapping and sculpting.

Graphic Designer (2020 - 2021)

CrewGen

- Contributed to over **25 brand-promoting projects**, helping businesses establish and enhance their visual identity across various platforms.
- Created **over 370 logos for global brands**, ensuring each design effectively represented the brand's values and resonated with their target audience.
- Designed **over 400 comprehensive brand kits**, including business cards, social media kits, flyers, letterheads, envelopes, and posters.

Education

BSc. (Hons) in Computing and Information System (Present) - **3.26 CGPA**

Sabaragamuwa University of Sri Lanka

Technical Skills

Visual Designing, Prototyping & Wireframing - Proficient

Figma, Balsamiq, Adobe Photoshop, Adobe Illustrator, Canva, Spline, Blender

User research and Usability testing - Proficient

IOS Development - Proficient

Swift, SwiftUI & UIKit, SwiftData, CreateML

Web Development - Advanced Beginner

ReactJS, NextJS, TailwindCSS

Project Management[Agile | Scrum] - Advanced Beginner

Trello, Notion

Technologies

Git, Firebase, Google Cloud Platform

Soft Skills

Creativity | Communication | Collaboration | Empathy | Problem Solving | Attention to Detail | Adaptability | Time Management | Presentation Skills | Critical Thinking

Projects

Official Website of the Society of Computer Sciences – SUSL

My Responsibilities – **UI/UX Designer & Front-end Developer**

Tools & Technologies – *Figma, Photoshop, NextJS, TailwindCSS*

- Website serves as a central platform for disseminating information, facilitating communication among members, and promoting the society's activities

CLAWS – Cultivated Lands Animal Waning System

My Responsibilities – **UI/UX Designer, IOS Developer, Machine Learning model builder**

Tools & Technologies – *Figma, Swift, Google Cloud Platform, TensorFlow*

- Embedded system that identifies harmful animals for crops in Sri Lanka with machine learning models and cloud computing technologies. This system also mitigates identified animals with frequency-based technology.

Travlo

My Responsibilities – **UI/UX Designer**

Tools & Technologies – *Figma, Balsamiq, Photoshop*

- Mobile app that works as a travel guide powered with AI

BINVESTO

My Responsibility – **UI/UX Designer**

Tools & Technologies – *Figma, Photoshop*

- Website serve as a central platform for large and small businesses to grow their capital.

TailCast

My Responsibilities – **UI/UX Designer, IOS Developer, Back-End Developer**

Tools & Technologies – *Figma, Siwft, Firebase*

- AI powered IOS app that work as an All-in-one library including e-books, generate short stories and real-time audio books.

Volunteering

Secretary - Present

Society of Computer Sciences – SUSL

Technical Assistant - Feb 2024 – Mar 2024

International Conferences on Advanced Research in Computing

” Reference

Mr. Anjana Kalindu Rathnayake

Co-Founder

CrewGen

Anuradhapura, Sri Lanka

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W.V. Subodhi Kalpani Wasalthilake

Lecturer (Probationary)

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