

Gihan Savinda

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Ui/UX Engineer & IOS Developer

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 EXPERIENCES

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)*

Sabaragamuwa University of Sri Lanka

TECHNICAL SKILLS

Prototyping & Wireframing Tools - Figma, Balsamiq

IOS Development – Swift, SwiftUI & UIKit, SwiftData, CreateML

Front-End Development - ReactJS, NextJS, Bootstrap, Laravel

Designing Tools - Adobe Photoshop, Adobe Illustrator, Canva

Technologies – Git, Firebase, Trello, MongoDB

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

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

Travlo

My Responsibilities – UI/UX Designer

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

BINVESTO

My Responsibility – UI/UX Designer

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

CLAWS – Cultivated Lands Animal Waning System

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

- 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.

TailCast

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

- 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

REFERENCES
