Indunil Suresh
Software Engineer/Game Developer

I am a highly motivated individual with a passion for IT, innovation, and entrepreneurship. I am committed to continuous learning and improvement, staying up-to-date with the latest trends and technologies in my field. I am adaptable, versatile, and always willing to take on new challenges and explore new ideas. With my dedication to achieving excellence and my passion for success, I am confident that I can make a valuable contribution to any organization.

Portfolio - https://isuresh98.github.io/home

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https://github.com/Isuresh98

Project

Team Projects

- **Inventory Management System (IOT base)**
  This is a client-based project, my part in this project is Arduino handling and programming. we used improved inventory tracking based on IoT. Here, the stock details are stored in a database. Realtime updating is done here.
  Technologies Used: C++/ Arduino | Python | HTML |CSS

- **Medical Billing Systems**
  This project is set up for a hackathon. This project will be built for Windows platform on an event made by Virtusa company.
  Technologies Used: C# | windows Platform

- **MediBot**
  This project is set up for a hackathon. This project will be built for Windows platform on an event made by Virtusa company.
  Technologies Used: C# | windows Platform | Python | ML | CSS |HTML

- **AgentBOT 3D Shooter Game**
  This is a first-person 3D shooter game. A project built for the Windows platform. A gun is built into the ability to control and manipulate it as needed.
  Technologies Used: C# | Unity Engine | windows Platform

- **Car Simulation AI Project (Present)**
  AI car control is done in this project. AI machine learning is used for this. As my part of this project, I am doing the tasks including simulation.
  Technologies Used: C# | windows Platform | Python | ML | Unity Engine

Individual Projects

- **Student Record Management**
  This is my freelance project. This is a client-based project. It is designed to be used on Windows platforms. I have done complete backend program and frontend in this project.
  Technologies Used: C# | windows Platform

- **Inventory Management System**
  This is my freelance project. This is a client-based project.
  Technologies Used: C# | JavaScript | CSS | HTML | ASP.net

- **School Record Management System**
  This is my freelance project. It is designed to be used on Windows platforms. I have done complete backend program and frontend in this project.
  Technologies Used: Java

- **Block Run 2D Game**
  This is my freelance project. This project is a client base project. This is developed for Android platform. It is built as a 2D game. Ad playing and publishing is done.
  Technologies Used: C# | Unity Engine | Android

- **Al Coin Vs Aliens 2D Platformer Game (Present)**
  This is my freelance project. This project is a client base project. This is developed for Android platform. It is built as a 2D game.
  Technologies Used: C# | Unity Engine | Android

Technical Skills

Arduino Python C# Java C++ Unity Engine HTML CSS Android ASP.Net IOT Flutter

Work Experience

- **Game Developer** *(Present)* – Freelance
- **Trending Data Analysis** *(October/2019 – April /2020)* – **Brandix**

Education

- 2020 – Present
  B.Sc. (Hons) in Informaon Technology Specializing in Robotic And Smart System
  Faculty of Compung in Sri Lanka Instute of Informaon Technology

- 2019
  Diploma In Spoken English
  Britishway English Academy

- 2019
  Diploma In Informaon Technology
  Nanasala IT

- 2017 – 2019
  G.C.E. Advanced Level Examinaon
  P/I Welikandha Central College
  Engineering Technology – C
  ICT – C
  SFT – S

- 2014
  G.C.E. Ordinary Level Examinaon
  P/I D Aselapura M.M.V

Languages

English- Professional Working Proficiency

Sinhala - Professional Working Proficiency