

MANEESHA GOONETILLEKE

Passionate and aspiring Game Developer with a strong blend of creativity and technical skill, consistently applied to every project undertaken. Experienced in both game development and project management, including task coordination and close team collaboration. Dedicated to crafting immersive experiences and committed to continuous learning and growth. Seeking an opportunity to work with like-minded professionals and contribute to innovative, impactful projects. Let's create unforgettable experiences together!



Personal Information

- Nationality: Sri Lankan
- Marital Status: Single
- Email: maneegoon@gmail.com
- LinkedIn: <https://www.linkedin.com/in/manee8/>
- Github: <https://github.com/ManeeshaG1>
- Portfolio: <https://maneeshag1.github.io/portfolio/>
- Artstation: <https://maneeshagoonetilleke9.artstation.com/>
- Mobile: +94 762626600



Educational Background

- BSc (Hons) in Information Technology - Sri Lanka Institute of Information Technology (SLIIT), 2019-2023
Specialization: Interactive Media



Key Skills & Specializations

- Unreal Engine (C++, Blueprints)
- Gameplay Programming
- Unity Game Engine (C#)
- Game VFX (Niagara, Unity VFX Graph)
- Level Design
- Project Management & Agile Coordination
- 3D Game Design
- UI/UX
- Digital Marketing & Analytics



Career Highlights and Achievements

- Co-developed a narrative-driven 3D RPG game "Legacy of the Leaf" for Dilmah Ceylon Tea Company PLC using Unreal Engine Blueprints.
- Developed and published "Fluffys Flight" on the Google Play Store.
- Completed comprehensive digital marketing certification, including 6 digital marketing certificates and advanced Google Analytics certifications



Professional Experience

Nine Hermits (Pvt) Ltd, Sri Lanka

Junior Game Developer | July 2024 - June 2025

- Co-developed a narrative-driven RPG adventure game for Dilmah Ceylon Tea Company PLC using Unreal Engine Blueprints, while simultaneously serving as Project Manager and overseeing the entire development process. Successfully designed and developed nine minigames, including main menu, settings menu, quest system, and visual effects to support immersive storytelling.
- Created modular and scalable UI systems (main menu, settings, quest UI) using Unreal Engine Widget Blueprints and layered UI architecture.
- Collaborated with animators and technical artists to integrate skeletal mesh-based character animations and design state transitions.
- Built an input architecture using Enhanced Input Mapping Contexts (IMC) for character control.
- Developed 11 hyper-casual games for the Meme Games WTF platform using Unity game engine, demonstrating versatility in rapid game development.

Nine Hermits (Pvt) Ltd, Sri Lanka

Trainee Game Developer | January 2024 - June 2024

- Designed and implemented a custom player movement system (jumping, dashing, crouching, climbing, etc.) via Unreal Engine Blueprints.
- Developed and published "Fluffys Flight" in Unity game engine with advanced features, integrating multi-platform auth login, leaderboards, cloud save, and Unity Ads Monetization through Unity LevelPlay with IronSource on Google Play Store.
- Developed and designed hyper-casual mobile games such as Colour Bounce and Tuk Tuk Raid for Mobitel Sri Lanka's Mobistation platform using Unity Game Engine.

Nine Hermits (Pvt) Ltd, Sri Lanka

Game VFX Artist | May 2023 - December 2023

- Contributed as a Game VFX Artist on the flagship game 'Mind Born Sons,' creating visual effects to enhance gameplay experience.
- Designed and developed 'Frogged Out', a 2D game using Unity Game Engine as a Trainee Game Developer.



Certifications and Licenses

- Digital Marketing Certificates (6) - Comprehensive digital marketing training
Certificate of Completion in Advanced Google Analytics
Google Analytics for Power Users
Google Analytics for Beginners
Introduction to Data Studio
Getting Started With Google Analytics 360
Google Tag Manager Fundamentals

Personal Projects

- GAS - Driven Combat System - Developing a comprehensive combat prototype using Unreal Engine 5's Gameplay Ability System, implementing ability-driven animations, attribute management, and networked gameplay mechanics. The project demonstrates modern UE5 animation pipeline integration with the GAS framework.
- 2048 Puzzle Game - Designed and developed using Unity game engine, demonstrating proficiency in puzzle game mechanics and UI/UX design.

- Library of the Damned Game - A third-person horror game developed and designed using Unreal Engine as a personal project to showcase 3D game development skills.

Referees

Sharmila Roshandeen

- Position: HR Manager, Nine Hermits (Pvt) Ltd
- Phone: +94 76 971 0702
- Email: sharmideen92@gmail.com

Additional references available upon request.