



NAUSHIKHA JAYAWICKRAMA

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A GAME CHANGER.

PROFILE

Hardworking, self-motivated ambitious programmer with a keen eye for detail. Excellent track record of performance in all tasks undertaken with nearly 3 years of cumulative industrial experience in fields such as game testing and networking. Aiming to work in a challenging but friendly environment with a goal to become a part of a team. Currently interested in anything 3D.

EXPERIENCE

PLAYTESTER

Arimac (Jan 2021 - May 2021)

- Testing and evaluating Android mobile games.

SYSTEM ENGINEER

Telasis Solutions (2017 - 2019)

- System and network installation and administration.
- Server and desktop hardware configuration.

PROJECTS

WHEN ONCE THE SKY WAS BLUE

Immersive 360° Web Experience - 2021

- Designed using Three.js, pure HTML, CSS and JS.
 - Built to showcase at the Women's Theatre Festival '21- "WTFRINGE21".
 - Completed entire experience within a short span of 2 weeks.
- [Trailer Link](#) | [Review Link](#) | [Request for Demo](#)

TEST ARENA

3D First Person Shooter - 2017

- Designed using Visual Basic 6.0, DirectX 8 and TrueVision3D.
 - Personal project to explore boundaries of VB6 + TV3D.
- [Write-up Link](#) | [Demo Video](#)

COMMAND ATTACK 3

3D First Person Shooter - 2012

- Designed using Visual Basic 6.0, DirectX 8 and TrueVision3D.
 - Built to showcase at the "Anada Abhiman" exhibition of Ananda College.
 - Completed 2 levels for the game in 2 weeks, including story, cutscenes and gameplay mechanics.
- [Write-up Link](#)

SKILLSET

Web Design

- Primarily use the LAMP stack.
- Additionally, using the MERN stack in a current project.
- WordPress.

3D Web Experience Design

- Using Three.js and pure HTML, CSS and JS.

Linux Installation and Configuration

EDUCATION

BSC (HONS) COMPUTER SCIENCE

University of Colombo School of Computing (2019 >>)

- Current GPA: **3.8** (out of 4.0)