



Parakkrama Dasanayaka UG(BSc)

✉ parakkramadasanayaka.2@gmail.com ☎ 0713499708 🔗 <https://parakkramadasanayaka.netlify.app>
in Parakkrama Dasanayaka 🔄 Parakkrama24

Profile

I am a dedicated and passionate computer engineering undergraduate at the University of Ruhuna with a strong enthusiasm for game development and design. I possess comprehensive skills in web and mobile app development, and I thrive on creating innovative solutions that combine technical proficiency with creative design.

Education

- Computer Engineering UG, University of Ruhuna, Galle 03/2022 – Present
- GCE Advance level AAB 2020-

Tech Stack

- Web development:** MERN, Nextjs, Java with Spring Boot, Node.js.
- Game development:** Unity Engine, Unreal Engine, Photoshop, Blender.
- Mobile development:** Flutter, Unity mobile development, Firebase.
- VR and AR development:** Unity XR development, Vuforia.
- Database:** MongoDB, MySQL, Firebase, Neo4J.
- Other:** GitHub, Docker, Selenium, Jenkins.

Projects

FPS Horror Game

[LinkedIn..](#)

- This is my personal project. I created for leaning purpose and I learned lot of things such as blueprint , unreal UI creation, Unreal environment design and more .I created horror story , environment and UI
- **Tools Used:** Unreal engine, Blueprint, Phtoshop

Crimson Impact -Multiplayer Web based game- On going

[Github.com...](#)

- This is a top-down shooter web-based game. This game's single-player game mode is complete but multiplayer mode is ongoing. single player game mode is created for CSGD game jam competition.
- **Tools Used:** Unity , CSharp ,dotNet, Unity Netcode for Game Object

Hand tracking for Games

[github.com...](#)

- Developed a hand-tacking game for parallelized patients. This is used to guide the patient's physical activities. Patients can play using hand movements and finger movements.. Patients can play using hand movement and finger movements
- **Tools Used:** C#, Python ,.net

Cosmic Lifeline - Web game

2024/10

- This is a single-player game for a web-based gaming platform. This is a my on project under working on heladevXr-lab. This is also a group project, I am a game programmer and VFX artist in this project
- **Tools Used:** Unity ,C#, Photoshop

Portfolio Web-Application

[Web..](#) 

- This is also my other personal project for show case my personal projects and events. I mainly focused on front-end development. I added several sections for projects, events and other skills. I implement CI/CD pipeline using github action and netlify
- **Tools Used:** React-vite , Tailwind css ,MUI

Card Boad VR Mobile Application

[Github.com...](#) 

- This is a mobile application for google cardboard vr devices. I created this for attractive tourism places in Sri Lanka. That application can experience that place in VR device.
- **Tools Used:** Unity ,Google ar core , C#

Ar plane detection and Image detection Mobile application

[Github.com...](#) 

- This was developed for my university function invitation. I applied Qr code scanning and after that plan detection and 3d model placing for this application.
- **Tools Used:** Unity , Unity Ar kit ,C#

Strengths

Positive Thinking: I think i have good positive mindset. I handle some difficult situation most of the time.

Team player: I handle most of the time my project teams for successfully completed the projects.

Solving new problems : Most of the time I am working new problems related solutions with new technologies.

Creativity : Most of the time i like to create new solutions with creative mind

Volunteer Experience

XBotix Compe.-
Haxtream Compe.-
Scouts-

HR Team - Member
Technical Team Web Development - Member
Taxila Central College - Student

August 2023 – October 2023
September 2024 – October 2023
2013 – 2018

Languages

Sinhala: Native

English: Proficient

References

Dr.Thilina Weerasingha ,
Senior Lecturer,
University of Ruhuna,
Email: thilina@eie.ruh.ac.lk,
Phone: +94912245765

Mr.Ranga Pushpakumara,
Founder,
Heladev XR lab,
Email: mgrpkyasawardana@gmail.com,
Phone:+94717382737