

# RIVINDU WICKRAMARACHCHI

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• [Linkedin Profile](#) • [Github Profile](#) • [Portfolio](#)

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## SUMMARY

Versatile Software Developer with 5+ years of experience delivering high-performance solutions in dynamic, agile environments. Proficient in Python, C#, .NET, and modern development frameworks, with a strong track record of designing and optimizing scalable systems and applications. Known for adaptability, continuous learning, and an innovative approach to solving complex technical challenges. Passionate about building robust software solutions, enhancing workflows, and leveraging cutting-edge development practices to drive impactful results. Actively seeking exciting software development opportunities to contribute my skills and expertise to innovative teams and projects.

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## WORK EXPERIENCE

- Developer, Wish Or Story, (Remote)

Sept 2023 - Dec 2024

  - Led the development process of core gameplay mechanics and implemented UI elements using Unity and C# to enhance user engagement.
  - Teamed up with the Lead Game Designer on feature redesigns resulting in a significant improvement of User Experience
  - Integrated Unity Ads to support and enhance project monetization efforts.
- Gameplay Programmer, Moss Agency Studio, Skövde

Nov 2022 - Aug 2023

  - Spearheaded the development of core game elements for the studio's debut game, Sylvestria, using C# and Unity.
  - Built and implemented key systems, including movement, inventory management, dialogue, and quest functionalities.
  - Delivered iterative improvements and met project milestones together with the team within an Agile development environment.
  - Utilized Git for version control to maintain organized code archiving and facilitate efficient team collaboration.
  - Increased game feature deployment speed by 25% by refining development pipelines and improving code modularity.
  - Improved team productivity by 20% by introducing automated testing scripts that reduced manual testing time.
- Unity Developer Intern, Blackdrop Interactive, Karlskrona

April 2022 - Aug 2022

  - Contributed to the development of an unannounced VR project, programming game logic and designing interactive level elements using C# .NET and the Unity Game Engine.
  - Developed debugging tools, reducing overall development time by 25%.
  - Created 3D models in Blender, enhancing the project's visual appeal.
  - Managed workflow using Codecks to maintain project transparency and productivity.

- Teamed Up with a US-based team to provide critical L3 support, addressing bugs and issues in the production environment.
- Built and implemented data collection tools using Python, Selenium, and company APIs to gather dashboard statistics from the production frontend, resulting in a 80% increase in the speed of the data collection process.
- Automated task management by building a JIRA ticket generation tool with Python, the JIRA automation API, and Microsoft Graph API, increasing the speed of the workflow by 50% and significantly improving overall efficiency.
- Led unit, stress, and performance testing on AWS EC2 instances, optimizing system performance by 30%.
- Maintained an up-to-date knowledge hub using Dokuwiki to streamline onboarding and support team workflow understanding for new employees.

- Collaborated with a team of developers to design and implement a scalable web applications for a client in the tourism industry, utilizing ASP.NET Core MVC, Entity Framework Core and MySQL and boosted system performance by 20% through optimizing backend code and database queries in it.
- Contributed to the development of an employee management web application leveraging ASP.NET Core MVC with React.js and responsive front-end design, reducing client onboarding time by 30% by developing intuitive user interfaces and streamlining HR workflows in the system..
- Achieved a 15% decrease in bug resolution time by establishing a more rigorous code review process and mentoring junior developers on best practices.

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## EDUCATION

- Gained expertise in Games User Experience (GUX) and Serious Games (SG), with a focus on user-centered design.
- Learned core game design concepts, including the MDA framework, and developed an understanding of the game development lifecycle.
- Acquired knowledge on designing games tailored to specific audiences and their needs.

- Gained a solid understanding of Data structures and Algorithms, Object-Oriented Programming (OOP) and Design Patterns.
- Learned about Database Management Systems, version control with GIT, and cloud technologies.
- Acquired knowledge of Agile principles and their application in industry workflows.
- Conducted research as part of the final-year project, focusing on building a screening tool to detect autism in young children using Machine Learning models and image processing technologies. Read more about the research work [here](#)

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## ADDITIONAL INFORMATION

- **Technical Skills:** C#, Python, Javascript, Django Framework, React.js, ASP.NET, MongoDB, MySQL, GIT,Docker, Selenium, Jira, Jenkins, AWS, HTML, CSS, Unity,Codecks,HacknPlan
- **Certifications:** Docker for Developers
- **Languages:** English(Fluent)
- **Projects :** Detailed information on projects available on my [Portfolio](#).