

CONTACT



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[Github Profile](#)



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[Portfolio Website](#)



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FAMILIAR TECHNOLOGIES

MongoDB	MySQL	Jira
Docker	Postman	CSS
Unity	Swagger	HTML
GIT	Selenium	React.js
AWS	Solidity	SFML

FAMILIAR LANGUAGES

C#
C++
Python
Rust

PUBLICATIONS

DreamPad - A screening tool to detect autism in young children
2019

This publication was done with regards to a mobile application that was developed to identify autistic symptoms in young children using Machine Learning and Image Processing technologies.
The link to the research paper is attached below
<https://ieeexplore.ieee.org/document/8687668>

RIVINDU WICKRAMARACHCHI

DEVELOPER

SUMMARY

An Enthusiastic developer dedicated to tackling complex challenges in dynamic, fast-paced environments. Infused with a natural positivity, I am passionate about my work, prioritizing teamwork and collaboration. Confidence in my abilities is matched by a genuine eagerness to learn and embrace new challenges, fostering continuous personal and professional growth.

WORK EXPERIENCE

Game Developer, Wish Or Story
September 2023 - May 2024

As the Game Developer for Wish or Story, I implemented the core gameplay loop, game mechanics, and UI elements. Furthermore I also integrated Unity Ads to support monetization of the project. Additionally, I worked closely with the Game Designer to redesign features, improving the overall user experience.

Gameplay Programmer, Moss Agency Studio, Skövde
November 2022 - August 2023

Took responsibility for designing and developing core game elements, including the movement system, inventory management system, dialogue system, and quest system for Sylvestria, the studio's debut game. The project was built using C# and the Unity Game Engine, with Git for version control to ensure organized code management and collaboration. Worked closely with the team, following agile methodology to iterate on features, prioritize tasks, and deliver high-quality gameplay experiences.

Game Developer Intern, Blackdrop Interactive, Karlskrona
April 2022 - August 2022

As an intern at Blackdrop Interactive, I actively contributed to an unannounced VR project within a collaborative, multidisciplinary team. My responsibilities included developing essential debugging features for streamlined development, writing intricate game logic using C# and designing various elements within the levels. Leveraging my skills in Blender, I also created and sculpted 3D models to enhance the game's visual aesthetics while using Git for version control and Codecks to track work progress and maintain an agile workflow.

EDUCATION

- **Masters in Game Development, University of Skövde, Sweden**
September 2021 - August 2023
- **BSc (Hons) in Information Technology**
Specializing in Software Engineering, Sri Lanka Institute of Information Technology (SLIIT), Sri Lanka
January 2015 - February 2019

EXTRA CURRICULAR ACTIVITIES

- **Vice President - Business Development, AIESEC in SLIIT**
January 2018 - January 2019
- **2017 Winter Global Village Organizing Committee Member (Events), AIESEC in SLIIT**
January 2018 - January 2019
- **Executive Board - Main Organizer, SLIIT Gaming Community**
February 2018 - February 2019

REFERENCES

Available Upon Request

Support Engineer, Ustocktrade LLC, Colombo

May 2018 - July 2021

I collaborated with a US-based team and played a key role in fixing bugs and issues in the production environment, providing critical day-to-day L3 support. In an effort to streamline data collection, I developed tools using Python, Selenium and company APIs to gather dashboard statistics from the production frontend. Additionally, I automated task management by creating a JIRA ticket generation tool using Python, the JIRA automation API, and Microsoft Graph API. Furthermore, I conducted unit tests and performance tests on AWS for optimization. and maintained an up-to date knowledge hub for features and in-house tools using Dokuwiki as an effort to make it easy for new employees to understand the workflow of the support team..

Developer Intern, Cargills Ceylon PLC, Colombo

July 2017 - January 2018

Digitized manual in-house operation by developing applications such as a user-friendly application that can be used by employees to apply for leaves as well as a tool to create new email accounts for new employees to improve the efficiency at the workplace using Microsoft Sharepoint, Javascript, MySQL and Bootstrap.

NON-COMMERCIAL PROJECTS

Mister Froggo

A hypercasual mobile game that was developed using the Unity Game engine. More Details available on [Portfolio](#)

My Games Library

A website designed to track and manage information related to users' gaming history and the video games they have played. Read more about the project [here](#)

Research Tracker

An advanced web application designed to track, manage, and store research data for university personnel. The project was developed using Python Django to handle backend operations, providing a robust and scalable framework for managing data efficiently. The frontend was built using React.js, offering a responsive and intuitive user interface for ease of use. Additionally, blockchain technology was integrated into the system to ensure the highest level of data security and integrity, making the research records immutable and resistant to tampering or unauthorized modifications.