



# Rivindu Wickramarachchi

PROGRAMMER

## Profile

A tech enthusiast who is keen on learning new technologies related to software development, game development and game design, with a good understanding of OOP concepts, design patterns and algorithms while also possessing the ability to adapt to any kind of environment, seeking an opportunity to work in the tech industry to gain experience in the industry and face new challenges.

## Employment History

### Gameplay Programmer, Moss Agency Studio, Skövde

NOVEMBER 2022 – PRESENT

I am currently working as a programmer at Moss Agency Studio which is a startup company working on their debut project "Silvestria", a cosy, Eco-centric adventure game set in the forests of Scandinavia. The experience I have had so far has been quite unique and educational, as most of the work I have done so far involves researching and learning new ways to solve the programming challenges as well as game design challenges together with the team.

#### Technologies Used

Unity Engine, C#, GIT,

#### Contributions

- Implementing core gameplay mechanics such as player movement using C#.
- Creating and writing logic for the core game-play systems such as Quest System, Dialogue System and Inventory Management System.
- Debugging game mechanics and core game-play elements

### Operations Support Engineer, Ustocktrade LLC, Colombo

MAY 2018 – JULY 2021

I worked alongside a US based team handling various bugs and issues in the production environment and providing day to day L3 support while automating certain in-house operations using browser automation tools such as selenium as well as working with Cloud services such as AWS

#### Technologies Used

AWS Infrastructure, GIT, Rundeck, Google API, Python, Jira, Selenium

#### Contributions

- A stat capturing tool created with python and company APIs
- A JIRA ticket generating tool created using python, JIRA automation API and Microsoft Graph API
- Conducting unit tests for new features using python
- Maintaining an up-to date knowledge hub for features and in-house tools using Dokuwiki
- Setting up test environments to implement and test new features

## Internships

### Game Developer Intern, Blackdrop Interactive, Karlskrona

APRIL 2022 – AUGUST 2022

As a game developer intern at Blackdrop Interactive, I got the opportunity to work on an upcoming project, which is a VR shooting game that the studio is developing in collaboration with Wolfire Games. This internship rewarded me greatly as I was able to learn development patterns and best practices used by game developers while having hand-on experience working with a multi disciplinary team to reach our targets.

#### Technologies Used

Unity Engine, C#, GIT, Blender, Codecs

## Details

Sweden

+46769728141

[wickramarachchi.rivindu@gmail.com](mailto:wickramarachchi.rivindu@gmail.com)

## Links

[LinkedIn](#)

[Github](#)

[Portfolio](#)

## Familiar Technologies

AWS

C#

C++

GIT

Jira

Linux

NoSQL

Office365

Postman

Python

Selenium

SQL

Swagger

Unity

Windows

## Skills

Excellent communication skills

Analytical thinking

A Good team player

Quick learner

## Interested Areas

Docker

Augmented Reality

Unreal Engine

Virtual Reality

Machine Learning

## Contributions

- Developing various debug functions to be used during development.
- Writing game logic for levels using C#.
- Designing and developing various aspects in levels.
- Designing props and models to be used in game.

## Developer Intern, Cargills Ceylon PLC, Colombo

JULY 2017 – JANUARY 2018

As an intern, I was involved in creating in house applications to be used by employees at Cargills Ceylon PLC. Some of the applications that were developed by me are, a leave request application to be used by employees and an application to generate email accounts for new employees.

### Technologies Used

Microsoft SharePoint, JavaScript, MySQL, Bootstrap

## Education

### MSc in Game Development, University Of Skövde , Skövde

SEPTEMBER 2021 – PRESENT

- Currently studying game design and development focusing on serious games

### BSc (Hons) in Information Technology Specializing in Software Engineering, Sri Lanka Institute of Information Technology (SLIT), Malabe

JANUARY 2015 – FEBRUARY 2019

- Obtained a thorough knowledge on different programming languages, programming concepts, using database management systems and version controlling.

## 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>

## 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

### Executive Board - Main Organizer, SLIIT Gaming Community

FEBRUARY 2018 – FEBRUARY 2019

## References

### Max Danielsson from Blackdrop Interactive

max.danielsson@blackdropinteractive.com | +46738219690

### Vidura Dantnarayana from London Stock Exchange Group

ashan.dantnarayana@lseg.com | +94775783428