RIVINDU WICKRAMARACHCHI

DEVELOPER

CONTACT

🏠 Sweden

📞 +46769728141

Github Profile

LinkedIn Profile

Portfolio Website

✉ wickramarachchi.rivindu@gmail.com

FAMILIAR TECHNOLOGIES

C#	NoSQL	SQL
C++	Jira	
Python	Postman	
Unity	Swagger	
GIT	Selenium	
AWS	Unreal Engine	

INTERESTED AREAS

Docker

Augmented Reality

Virtual Reality

Machine Learning

SUMMARY

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.

WORK EXPERIENCE

Gameplay Programmer, Moss Agency Studio, Skövde

November 2022 - August 2023

- Implemented core gameplay mechanics such as player movement and interaction using C# and Unity.
- Built a Quest System and an Inventory Management System using Unity's scriptable objects
- Implemented the Dialogue System of the game using the Ink plugin.
- Optimized builds to enhance overall performance and user experience.
- Implemented planting mechanics to the game which enable players to plant seeds that are present in their inventory.
- Added a growth cycle system for the plants that are planted, using the Finite State Machine model.
- Utilized Git for version control, ensuring code repository organization and collaboration.

Game Developer Intern, Blackdrop Interactive, Karlskrona

April 2022 - August 2022

- Worked alongside a multi disciplinary team on an unannounced VR project built with Unity.
- Developed various debug functions to be used during development.
- Wrote game logic for levels using C#.
- Designed and developed various aspects in levels.
- Designed and sculpted 3D models using Blender to be used in the game.
- Utilized Git for version control, ensuring code repository organization and collaboration.
- Utilized Codecks to maintain agile workflow and track work progress.

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 - January 2019

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

  February 2018 - February 2019

REFERENCES

- **Max Danielsson from Blackdrop Interactive**

  max.danielsson@blackdropinteractive.com

  +46738219690

- **Vidura Dantanarayana from London Stock Exchange Group**

  ashan.dantanarayana@lseg.com

  +94775783428

Software Engineer, Ustocktrade LLC, Colombo

May 2018 - July 2021

- Worked alongside a US based team handling various bugs and issues in the production environment and providing day to day L3 support..
- Created a stat capturing tool to gather dashboard stats from the company app using python and company APIs.
- Created a JIRA ticket generating tool using python, JIRA automation API and Microsoft Graph API.
- Conducted unit tests for new features using python.
- Maintaining an up-to date knowledge hub for features and in-house tools using Dokuwiki.

Developer Intern, Cargills Ceylon PLC, Colombo

July 2017 - January 2018

- Worked on digitalizing in-house operations in the company that were carried out manually.
- Created a leave request application to be used by company employees using Microsoft Sharepoint, Javascript, MySQL and Bootstrap.
- Created an application that generates new email accounts to new employees using Microsoft Sharepoint, Javascript, MySQL and Bootstrap.

EDUCATION

Masters in Game Development, University Of Skövde , Skövde

September 2021 - August 2023

- Got the opportunity to learn key aspects related to Games User Experience (GUX) and Serious Games (SG) while also gaining knowledge about core game design concepts such as the MDA framework and obtained a good understanding about the game development lifecycle as well as how games can be designed to cater specific audiences.

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

January 2015 - February 2019

- Gained a solid understanding on programming concepts such as Object Oriented Programming and Design Patterns while also learning about Database Management Systems and version control software such as GIT. .