



RIVINDU WICKRAMARACHCHI DEVELOPER

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.

CONTACT



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[Github Profile](#)



[LinkedIn Profile](#)



[Portfolio Website](#)



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FAMILIAR TECHNOLOGIES

C#, MongoDB, MySQL, C++, Jira, Docker, Python, Django, Postman, Unity, Swagger, GIT, Selenium, C++, SFML, AWS, SFML, Javascript

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

REFERENCES

Available Upon Request

WORK EXPERIENCE

Game Developer, Wish or Story

September 2023 - May 2024

- Implemented the core gameplay loop, game mechanics, and UI elements for Wish or Story using C# and Unity.
- Integrated Unity Ads to support project monetization.
- Collaborated with the Game Designer to redesign key features, enhancing the overall user 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 Codecasts to maintain agile workflow and track work progress.

GAME PROJECTS

Mister Froggo / Unity

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

Mushroom Mayhem / Unity

- A mini game that was created as a submission for the Lost Relic Game Jam 2022. Click [here](#) for more details.