Rivindu Wickramarachchi

GAME DEVELOPER

Profile

A tech enthusiast who is keen on learning new technologies related to game development and design while also possessing the ability to adapt to any kind of environment, seeking an opportunity to work in the tech industry (Specifically in a game development company/studio) to gain experience in the industry and to broaden his skill set.

Employment History

Operations Support Engineer, Ustocktrade LLC, Colombo

MAY 2019 — JULY 2021

I worked alongside a US based team handling and fixing various system issues while also working in the areas of scripting and automation as well as cloud technologies.

Technologies Used

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

Contributions

- A JIRA ticket generating tool created using python
- A stat capturing tool created with python and google API

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 at a game studio.

Technologies Used

Unity Engine, C#, GIT, Blender,Codecks

Contributions

- Developing various debug functions to be used during development.
- 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 for employees and an application to generate email accounts for new employees.

Technologies Used

Microsoft SharePoint, JavaScript, MySQL, Bootstrap

Details

Sweden
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Links

LinkedIn

Github

Portfolio

Familiar Technologies

C#

GIT

Unity

Python

AWS

Jira

C++

Skills

Excellent communication skills

Analytical thinking

A Good team player

Quick learner

Interested Areas

Unity Game Engine

Game Design

Augmented Reality

Virtual Reality

Unreal Engine

Machine Learning

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

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Ruwan Meththananda from Gapstars/Otrium

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