



## 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



Sweden



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[Github Profile](#)



[LinkedIn Profile](#)



[Portfolio Website](#)



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#### FAMILIAR TECHNOLOGIES

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

#### 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

## 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.

## EDUCATION

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

September 2021 - August 2023

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

January 2015 - February 2019

## GAME PROJECTS

### Mister Frogo / Unity

- Responsible for Designing game mechanics, buffs and nerfs, core game mechanics and gameplay elements of the game.
- Implemented Enemy Behaviour, Player Inventory and Item purchase functionality in the game.
- Added UI components and Audio elements to the game.
- Integrated Unity ADs to the game.