






SIRANJIV SIVAPALAN

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EDUCATION

University of Southern California  **Los Angeles, CA**
Master of Science in Computer Science Specialization in Game Development - (3.5/4.0) August 2024 – Present
Coursework: 3D-Graphics and Rendering, Game Design Workshop, Computer Animation and Stimulation, Analysis of Algorithm
University of Bedfordshire (UK)  **Colombo, Sri Lanka**
Bachelor of Science in Computer Science and Software Engineering (Honors) – First Class (CGPA 3.7/4.0)  July 2019 – July 2022
Honors and Awards: 1st Class Honors Award, Dean's List Year 1 Semester 1 (3.83/4.0), Dean's List Year 1 Semester 2 (3.88/4.0)
Coursework: Data Structures and Algorithms, Interactive Design Concepts and Practices, Object Oriented Programming (JAVA), Data Communications & Computer Networks, Object Oriented Analysis & Design, Database Management Systems, Web Application Development, Operating Systems, TCP / IP Networking Concepts, Computer Security.

TECHNICAL SKILLS

- **Programming Languages:** C++ (Intermediate), C (Intermediate), C# (Intermediate), Java (Beginner), JavaScript (Beginner), HTML (Beginner), CSS (Beginner)
- **Development Tools** – Visual Studio Code, Visual Studio, Unity, Unreal Engine, Android Studio, Adobe Dreamweaver, Apache NetBeans, Eclipse, ASP.Net, WinForms, Postman
- **Database** – MSSQL Server (Intermediate), Oracle (Beginner)
- **Source control** –  [GitHub](#), Azure DevOps
- **Graphic Design and Editing tools** - Autodesk Maya, Adobe Premiere Pro
- **OS and Networking** - Cisco Packet Tracer, Wireshark, Linux, Windows
- **Specialized Skills** – Gameplay Programming, Software Engineering, Quality Assurance (QA), Interpersonal and Communication Skills, Team Collaboration
- **Personal Projects** - 



WORK EXPERIENCE

DMS Software Engineering (Pvt) Ltd **Rajagiriya, Sri Lanka**
Associate Software Engineer  July 2022 – July 2024




- **Standard Chartered Bank:**
 - **Feature Development:** Enhanced numerous features and resolved various bugs across key applications such as CRIB Information Management System, Deposit Insurance Scheme, SPLUNK, IMAGO, and FED using ASP.NET and C#.
 - **Performance Optimization:** Boosted performance and stability of the IMAGO Cheque Imaging and Truncation Solution, resolving bugs and introducing new features using WinForms and C#.
 - **Security Enhancement:** Strengthened security in DMSSWE.SECURITY by implementing tokenization and advanced security measures using ASP.NET and C#.
 - **Background Processing:** Optimized background worker processes for DMSSWE.SPLUNK, addressing bugs and adding new features using HangFire, ASP.NET, and Entity Framework.
- **Sampath Bank:**
 - **System Improvement:** Enhanced the Deposit Insurance Scheme by resolving bugs and implementing new features using ASP.NET and C#.

ACADEMIC PROJECTS

Master's Projects August 2024 – Present

- **3D Graphics Project (Individual Project):** Developed a **3D renderer**. Language: **C/C++**. Link: 
- **Game Design Project (Group Project):** Designed and prototyped three **Physical Games**. Link: 

Bachelor's Projects July 2019 – July 2022

- **Game Development (Research, Individual Project):** Developed a **2D game** with **computer vision** and **voice recognition** integration. Tools: **Unity Game Engine, OpenCV**. Language: **C#**.  Project Link: 
- **Game Development (Individual Project):** Developed a **mathematical game** using OOP, event-driven programming, and version control. Tool: **Eclipse**. Language: **Java**. 
- **Game Development (Group Project)** Project Lead. Designed and implemented a **2D tile-based game**. Tool: **Unity Game Engine**. Language: **C#**.
- **Network Design (Individual Project):** Developed a **Network system** using TCP/IP principles. Tool: **Cisco Packet Tracer**.
- **Android Development (Individual Project):** Developed an **Android application** for a voting system. Tool: **Android Studio**. Language: **Java**.
- **Graphic Design (Individual Project):** Designed and animated **graphic models**. Tool: **Autodesk Maya**.
- **Short Film (Group Project):** Project Lead. Produced a 10-minute **short film** using cinematography principles. Tools: **Adobe Premiere Pro, Adobe Photoshop**.
- **Student Management System (Group Project):** Project Lead. Developed a **Java Swing application** using OOP principles. Tools: **MSSQL Server, Apache NetBeans**. Languages: **Java**.