

Sandaru Nanayakkara

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Junior Game Designer

PROFILE

Motivated Game Designer with hands-on experience in Unity, Unreal Engine, and Blender. Skilled in game development, 3D modeling, and UI/UX design with a strong foundation in creative problem-solving and interactive design. Passionate about crafting engaging experiences and developing innovative gameplay environments.

PROJECT / EMPLOYMENT HISTORY

Jun 2025 — Aug 2025

3D Artist / Game Developer, ECU Projects

Created a fully rigged robot model in Blender, built a complete 3D environment from scratch, and developed two Unity games — Space Shooter and Pixel Adventure. Currently developing a Tower Defense game in Unity.

Jun 2025 — Jun 2025

UI/UX Designer, Educational Website Project – ECU

Designed an educational website focused on 3D modeling and game design for beginners. Focused on accessibility, visual flow, and usability.

Oct 2025 — Oct 2025

UI/UX Designer, Online Safety Act Website – ECU

Developed a responsive informational website about the Online Safety Act, ensuring clear content structure and modern UI design.

Apr 2023 — Dec 2023

Game Developer, IIT Projects

Developed a Military Simulation game and a VR Application using Unity. Additionally created a mobile application as part of the academic module at IIT.

EDUCATION

Feb 2024 — Present

Bachelor of Design (Games and Interactive Design), Edith Cowan University

2023

BSc (Hons) Computer Science, University of Westminster (IIT Colombo)
(Discontinued to pursue Game Design studies at ECU)

2021 — 2022

Pearson Edexcel A/L, Telford International, Galle

2020

Pearson Edexcel O/L, Telford International, Galle

SKILLS

Unity – Expert

Unreal Engine – Expert

Blender 3D – Expert

3ds Max – Advanced

HTML / CSS – Advanced

UI/UX Design – Advanced

Creativity & Innovation – Expert

Problem Solving – Expert

Communication – Advanced

Team Collaboration – Advanced

LANGUAGES

Sinhala – Fluent

English – Fluent