

CHAMIRA PERERA

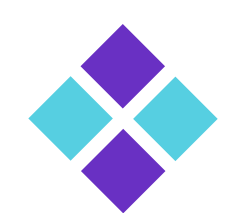
Web Developer | UX/UI Designer

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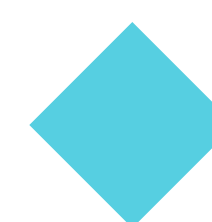
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OBJECTIVE

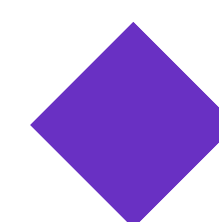


To create high-end user experiences as a web developer and UX/UI designer using the knowledge of multiple programming languages and design tools. With the goal of using these skills to help users develop web/mobile based applications that exceeds their needs

SKILLS



= Technical



= Design

- | | | | | | |
|--------------------|------------|--------------|--------------|---------------------|----------------------|
| ◆ Interface Design | ◆ HTML/CSS | ◆ JavaScript | ◆ SolidWorks | ◆ Android Studios | ◆ Adobe Premiere Pro |
| ◆ Wireframing | ◆ Java | ◆ SQL | ◆ Fusion 360 | ◆ Tableau | ◆ Figma |
| ◆ Prototyping | ◆ C/C++ | ◆ Arduino | ◆ MATLAB | ◆ Adobe Photoshop | |
| ◆ Storyboarding | ◆ PHP | ◆ Rhino | ◆ JSON | ◆ Adobe Illustrator | |

EXPERIENCE

WEB/MOBILE

◆ Feb - April 2021 **VANCITY CYCLING: MOBILE APP DEVELOPER**

Along with another students for an academic project, developed a cycling app on Android Studios for novice cyclist in Vancouver. The app provided cycling routes to landmarks around the city and stored user information and preferences such as login credentials and favourite routes.

- ◆ Designed front end interface using Figma and coded functioning pages with Android Studios
- ◆ Used device sensors to provide visible data to cyclist as they are on their trips such as weather, temperature and air pressure
- ◆ Presented the app to the Vancouver Transportation Division where it was praised for the well designed interface, as well as the features implemented to help beginner cyclist prepare for their cycling trips

◆ Sept - Dec 2020 **SHOE ADDICTION: FRONT/BACK-END WEB DEVELOPER**

In a group of three students for an academic project, developed a sneaker website with a functional backend where users could create accounts and login to personal accounts which allowed users to browse and filter through a collection of shoes and favourite pairs for future purchases.

- ◆ Designed different prototypes of the website interface using Figma. Created multiple iterations of different pages which was used by the group during ideation
- ◆ Designed a database using MySQL to store information provided by the user and relay that information back to the user when requested.
- ◆ Created functioning webpages using HTML, CSS and JavaScript for the site based off of the finalized interface designs done on Figma

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DESIGN

◆ Sept 2020, April 2021 **Free Lance Graphic Design**

Commissioned graphic artwork for a musician and a trucking company. For the musician a cover art was designed on Adobe Illustrator and Photoshop to be put on streaming/music platforms. For the trucking company a new logo was designed on Adobe Illustrator for the newly started company.

- ◆ Demonstrated use of prototyping skills by creating multiple different artworks with different design tools to create the most favourable design for the client
- ◆ Communicated steps and ideas with clients throughout the design process so they are aware of what is going on
- ◆ Listened to client feedback and made adjustments to the designs which met their expectations

◆ July - August 2020 **SAFE SPORT: INTERFACE DESIGNER**

In a team of 4 students for an academic project, an interface for an app was designed to help people stay safe during COVID-19 while still encouraging physical activity. This was done by creating a booking system to use sports courts around the City of Vancouver to prevent overcrowding in public spaces.

- ◆ Created an interactive mobile and tablet interface prototype on Figma which allowed hands-on use of how the app would function
- ◆ Worked in a group setting to communicate different ideas and prototype different ways users could book time sessions on the mobile app and tablet
- ◆ Ran usability test with users to get feedback on what went well and what needed improvement to the user interface to make the most streamline interface possible

OTHER

◆ Sept 2020 - Present **PLANET FITNESS: MEMBER SERVICE REPRESENTATIVE**

Worked front desk at Planet Fitness as a member service representative where some general tasks involved giving potential clients tours of the facility and sales pitches for the types of memberships to clients.

- ◆ Provided tours of the gym facility and explained to potential gym members the benefits of choosing to Planet Fitness
- ◆ Sold memberships based on client needs
- ◆ Main focus was general customer service to make sure members workout in a clean, comfortable, non-intimidating workout environment

◆ April - August 2017 **GATEKEEPER SYSTEMS: TESTING ENGINEER**

Part of a co-op working as a testing engineer for the vehicle video security company.

- ◆ Ran tests on different company products to make sure all products were running efficiently and according to model specifications
- ◆ Organized data collected from the video cameras into Excel spreadsheets
- ◆ Presented collected data as well as any product bugs to supervisors and lead engineers

EDUCATION

◆ Sept 2018 - Present **SFU: BSc in Interactive Arts & Technology**

Studying at the School of Interactive Arts and Technology at Simon Fraser University where students learn and collaborate with others for design, media, and technology.