



DUVINDU NIMSARA

UI / UX Designer

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SUMMARY

I am a 4th year undergraduate student at the Sri Lanka Institute of Information Technology. I am hardworking, ambitious, and possess excellent interpersonal skills. I approach tasks and situations with maturity and responsibility. I thrive in dynamic and competitive team environments, always aiming to contribute to the success and betterment of the organization.

WORK EXPERIENCE

UI/UX Designer, S. P. Solutions December 2024 – May 2025

- Designed intuitive user interfaces for web based platforms tailored to client needs.
- Collaborated with cross functional teams to deliver responsive and user friendly designs.
- Contributed to design systems and ensured consistency across digital products.

Software Engineer Intern, Bitzquad July 2024 – December 2024

- Assisted in the development of scalable web applications using modern frameworks.
- Wrote clean, maintainable code and contributed to backend integrations.
- Participated in daily stand ups and sprint planning using Agile methodology.

Web Developer / UI Designer (Part-Time), DreamGen Labs January 2024 – December 2024

- Created visually appealing landing pages and optimized website performance.
- Developed reusable components and design systems for rapid prototyping.
- Worked closely with product managers and developers to align user needs with business goals.

EDUCATION

Bsc.(Hons) in Information Technology 2022 – Present

Sri Lanka Institute of Information Technology
Specializing in Information Technology, Year Four Semester 1(Reading)

G.C.E. Advanced Level

Galahitiyawa Central College Ganemulla,
Science for Technology - A | Engineering Technology - B | Information and Communication Technology - S

SKILL SUMMARY

- **UI Skills:** User Interface (UI) Design, Mobile App UI Design, Visual Design & Layout Principles, Typography & Color Theory, Design Systems & Component Libraries, Interaction Design & Microinteractions, UI Consistency & Branding
- **UX Skills:** User Experience (UX) Design, Wireframing & Prototyping, Information Architecture, UX Writing Basics, Design Thinking & Iterative Design Process
- **Technical Skills:** Figma, HTML, CSS, JavaScript, React JS, Draw.io, Git, Jira, Trello, Python, Java, Web Development, Responsive Design
- **Soft Skills:** Team Collaboration, Project & Timeline Management, Communication Skills, Problem Solving, Team Leadership, Agile & Scrum Methodologies, Fluency in English, Attention to Detail

CERTIFICATIONS

- UI UX Boot Camp (Ongoing Certification Course)
- Front End Development - HTML, Great Learning(2024)
- Database Management System, Great Learning (2023)
- C Programming - Introduction, Alison - Empower Yourself (2023)
- Introduction to C++ Programming Language, Alison - Empower Yourself (2023)

PROJECTS

DreamGen Labs Website

Role: UI/UX Designer | Tool: Figma

- Designed an immersive hero section with space inspired visuals and engaging messaging to captivate users.
- Created a premium dark themed glassmorphic UI with blue accents, combining professionalism with innovation.
- Used Figma to prototype and refine user flows, ensuring intuitive navigation across comprehensive service showcases.

GAME OVER – Ultimate Gaming Destination

Role: UI/UX Designer | Tool: Figma

- Crafted sleek dark themed interfaces with bold visuals and clear calls to action for easy user engagement.
- Designed intuitive navigation and dynamic sections to showcase new game releases and community features.
- Used Figma to prototype, iterate, and collaborate on seamless user flows across multiple gaming platforms.

Faucet Gym Website

Role: UI/UX Designer | Tool: Figma

- Bold typography and energetic yellow highlights reflecting the gym's lively spirit.
- Clean, intuitive layout for seamless navigation across services like yoga, cardio, and personal training.
- Clear presentation of membership plans with engaging CTAs to drive user interaction.

Sri Lanka Cricket Mobile App

Role: UI/UX Designer | Tool: Figma

- Created intuitive layouts for upcoming matches and detailed player profiles to keep fans informed and connected.
- Developed a visually appealing merchandise shop, encouraging fans to show their team spirit through exclusive gear.

Harvest Master – Advanced Farm Management Tool

Role: UI/UX Designer | Tools: Figma, React.js, Spring Boot, Material-UI

- Designed seamless dashboards for monitoring crop growth, resource management, and yield optimization.
- Created user friendly flows for an integrated marketplace to easily purchase essential farming supplies.
- Used Figma to prototype and refine interfaces, ensuring accessibility and smooth user experience.

REFERENCES

Buddika Harshanath
Lecturer
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SLIIT — Metro Campus
Department of Information Technology
Faculty of Computing
MIEEE, MCSSL, MCAD, MSc in IT (SLIIT)

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