



# 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) Degree 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

Galathitiyawa Central College Ganemulla,

Science for technology - A | Engineering Technology - B | Information and communication technology - S

## SKILL SUMMARY

- **Programming Languages:** Python, C++, JavaScript , Java , C , Kotlin
- **Web Technologies:** HTML, CSS, React JS.
- **Tools:** : Git , Figma , Jira , Trello , Draw.io , Android Studio , R Studio
- **Other:** Project Management, Web Development, Timeline Management ,Git version control , Team Leadership, Communication Skills , Fluency in English , Problem Solving Skills , Agile Methodologies , Team Collaboration

## CERTIFICATIONS

- 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

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### 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
- Clean, intuitive layout for seamless navigation across services like yoga, cardio, and personal training.
- 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

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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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