SHANAKA SENEVIRATHNE

SOFTWARE ENGINEER

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OBJECTIVE

Work in an environment that challenges me to continue learning, at the same time be able to help and learn as much as I can from my peers. To create a workplace that is continual growth with opportunities for advancements.

PROFESSIONAL EXPERIENCE

Mobile Software Engineer – Holition, United Kingdom   **2012 - Present**

Working with internal company team to design and develop iOS and android augmented reality applications. These apps range from internal company demos to fully deployed apps for clients. Some of these applications are delivered to worlds top retail brands such as Marks & Spencer, Hugo Boss, Platinum Guild International, Georg Jensen, Dunhill, Peninsula hotel Hong Kong, Vans, Uniqlo, Atelier Mayer, Hemyca, Abu Dhabi international airport, London college of fashion, Moet and Giorgio Armani.

Please refer to the Completed Projects section for further information on projects that I have worked on.

iOS Software Engineer – Nextgen apps / Gamecell studios, United Kingdom   **2011- May 2012**

Working as a senior developer, design and develop iOS native apps that get deployed to apple app store. Working as the sole developer on an iOS / Android game that is live on apple app store.

Please refer to the Completed Projects section for further information on projects that I have worked on.

Software Engineer – Sheffield Hallam University, United Kingdom   **2009 - Feb 2011**

Working with sports engineering team of Sheffield Hallam University to design and develop exer-games and other interactive applications on freelance basis. Some of these applications are delivered to clients such as: UK Sport, British swimming and Museums Sheffield.

Please refer to the Completed Projects section for further information on projects that I have worked on

TECHNICAL SKILLS

OS/Platforms	:	iOS, Mac OS X , Android, Windows, Linux, DOS, PlayStation 2
Programming Languages	:	Objective-C (4 years), C# (3 years), C/C++ (3 years), Java, Action Script 3.0, HLSL, Javascript, JSP, Servelets, JSON, XML, HTML, CSS, SQL, PHP, Python
Libraries/APIs	:	iOS SDK, Core Data framework, .Net framework, Unity 3D engine, DirectX, Ogre 3D engine, XNA, STL, CEGUI, OIS, Posix Threads, BSD Sockets
Development Environments	:	Xcode, Mono Develop, Visual Studio, Eclipse, NetBeans
Applications/Tools	:	Subversion (SVN), Unreal Development Kit, Nvidia PerfHUD, LAMP, 3ds Max, Blender 3d, Photoshop, Flash Professional, Flash Builder
Databases	:	MSSQL, MySQL, MS Access
Agile Programming	:	Developed the final year BSc. project based on the concept of Agile Programming and several others in commercial career

ACHIEVEMENTS

❖ Winner of Ideas4Innovation new researchers award sponsored by UK Sport.   **2009**
❖ Gold award for Best overall research paper at Sri Lanka Institute of Information Technology (SLIIT) Research
   Symposium   **2010**

PROFESSIONAL CERTIFICATIONS

Sun Certified Java Programmer (SCJP) for the Java 2 platform 1.4   **July 2007**

COMPLETED PROJECTS

VANS, Uniqlo, Art of digital, Uniqlo Polo, Bicqlo, Moet
These projects are iOS native applications, which communicated over wireless network to a master PC that had augmented reality software running. Essentially these iOS apps were used as controllers to control the main application. Much of these app used customized email as well as social media integration to share picture and videos.

| Platform — iOS | Languages — Objective-C | Libraries — iOS SDK |

Marks & Spencer Home, Hugo Boss watch collection, Platinum Guild, Georg Jensen Fusion, Dunhill, Atelier Mayer, Hemyca, Moscow iCube, London college of fashion, Giorgio Armani
These projects are iOS applications, which showcase a specific product or products with the help of Augmented Reality technology. Some applications among these included educational materials such as videos to encourage users to learn more about the brand and the product.

| Platform — iOS | Languages — C#, Objective-C | Libraries — iOS SDK / Unity 3D engine |

Peninsula hotel Hong Kong
'Peninsula' is an iOS and Android virtual reality / augmented reality application that allows the user to navigate and interact with a life size Peninsula hotel suite from their tablet devices. This app was created as a means for the customer to trial and walk about the hotel suite and get a feel for the size and sophistication of the suite. This app consist of high end graphics and in most cases is pushing the limits of the specific mobile platform it targeted.

| Platform — iOS / Android | Languages — C#, Objective-C | Libraries — iOS SDK / Android SDK / Unity 3D engine |

Abu Dhabi international airport midfield terminal
This is an iOS augmented reality application that allows the user to navigate and interact with a scaled down version of Abu Dhabi international airport new terminal from their iOS devices. This app was created as a means for potential duty free store owners to trial and walk about the new airport terminal and get a feel for the size and sophistication of the airport as well as passenger flow.

| Platform — iOS | Languages — C#, Objective-C | Libraries — iOS SDK / Unity 3D engine |

Rollie
'Rollie' is an iOS and Android gravity changing 2d platformer game with amazing visuals and fast phased game play. This Unity 3D project which is fully programmed in C#, consist of 60 unique levels, lots of enemies and a few bonus levels. This runs as a universal app on iOS devices.

| Platform — iOS / Android | Languages — C#, Python, Obj-C | Libraries — iOS SDK / Unity 3D engine |

To-Do 360
This project was a iOS native to do list and a task manager. This universal app changes its UI on iPads to take advantage of the screen real estate. With features such as attaching images, audio recordings, setting alarms and making the tasks trigger when you go to a certain place.

| Platform — iOS | Languages — Objective-C | Libraries — iOS SDK |

Dance Star
'Dance Star' is a multiplayer exer-game developed with Sheffield Hallam University Sports Engineering team for Museums Sheffield 'Sports Lab' exhibition. The objective of the game is to encourage physical activity and exercise among children. The users interact with the game through a special device called smart-floor which detects human motion through several load cells. The detected movement is then transformed into animation of in-game avatar(s) which mimic player activity.

| Platform — Windows PC | Languages — C#, HLSL | Libraries — XNA Game Studio 3.5, .Net Framework |

Environment Visualization Software for Olympics 2012
This project was funded through UK Sport's Ideas4Innovation program; where the objective is to acknowledge and harness outstanding research and innovation concepts for elite sport, generated by the UK's research community, to support the mission to London 2012 and beyond. Due to confidentiality of this project, any information related to its targeted sport, venue of the event or athletes cannot be disclosed until 2012.

| Platform — Windows PC | Languages — C/C++, HLSL | Libraries — DirectX, Ogre 3D, STL, OIS, CEGUI, Hydrax, SkyX |

Design an Athlete
'Design an Athlete' is a single player educational serious game developed with Sheffield Hallam University Sports Engineering team for Museums Sheffield 'Sports Lab' exhibition. The objective of the game is to educate users on what type of arms legs and muscles an athlete needs to successfully complete a chosen set of Olympic events. The users interact with the game through a 19 inch widescreen touch display.

| Platform — Windows PC | Languages — Action Script 3.0 | Development Environment — Flash CS5 Professional, Flash Builder |

PUBLICATIONS AND PAPERS

"Application of Serious Games to, Sport, Health and Exercise"
Guest speaker at the Sri Lanka Institute of Information Technology (SLIIT) Research Symposium 2010   **2010**

EDUCATION

Sheffield Hallam University, Howard Street, Sheffield.
MSc. Games Software Development (Merit)   **2009**
Modules : Linux and Distributed Technologies for Games, Graphics and Animation, Interaction Design, Architecture and Technologies for Entertainment Software, Special Techniques for Graphics and Animation, Management of Entertainment Software Projects, Integrated Development Project, Research-Based Product Development.

Sheffield Hallam University, Howard Street, Sheffield.
BSc (Hons) Information Technology (Software Engineering) (First Class)   **2008**
Modules : Application Architecture and Frameworks, Case Studies in Software Design and Practical project.

Sri Lanka Institute of Information Technology, Sri Lanka.
Diploma in Information Technology   **2006 - 2008**
Modules : Software Engineering, Programming Language Design Concepts, Project Design & Management, Foundation of Computer Science, Information Technology Project, Design & Analysis of Algorithms, Database Management System, System Programming and Design, Software Technology (Java, C++), Probability & Statistic and Economics, Computer graphics & Multimedia and Data Communications and Computer Networks.

Royal College Colombo, Sri Lanka.
Sri Lanka GCE Advance Level Physical Science Stream   **2004 - 2005**
Modules : Physics, Chemistry, English.

SPECIAL SKILLS AND COMPETENCIES
- ❖ Ability to liaise with all levels of staff, as an energetic team player.
- ❖ Have been exposed to working in highly pressurized environments.
- ❖ Ability to adapt to changing situations.
- ❖ Fast Learner.

INTERESTS
- ❖ I have conducted number of seminars and workshops on 3ds Max and Maya for students at Royal College, Sri Lanka.
- ❖ I have had the enthusiasm to develop software for a long time and self-taught many tools and technologies that groomed me with necessary skills to do so.

REFERENCES

Professor Steve Haake   Professor Terrence Perera
Head of Sports Engineering   Assistant Dean, Academic Resources
Center for Sports and Exercise Science   Faculty of Arts, Computing, Engineering and Sciences
Faculty of Health and Wellbeing   Sheffield Hallam University, City Campus
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