



Sathira Nimhana

Game Developer

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Sathira Nimhaa

SKILLS

Unreal Engine

Experienced



Blender

Beginner



C++



JavaScript



Unity

Experienced



C#



Java



Adobe

Illustrator



A game developer with 2+ years of experience is now seeking to gain and maintain long-term employment in an environment where one can use Nanite, UE4/UE5, Unity, Blender, Adobe After Effects, Adobe Illustrator, and Adobe Premiere Pro.

WORK EXPERIENCE

AIR Studio

(August 03, 2020 - September 06, 2021)

Game Developer

I was a game developer at AIR studio. During my time at AIR studio, I worked on several student and client projects. I used Unity and Unreal for my work.

- Manipulated interfaces, audio files, 3D assets, and other project resources with the game engine to resolve issues and upgrade performance.
- Balanced gameplay risks and rewards to keep players interested and playing.
- Design levels and Game Mechanics.

Fiverr

(March 04, 2019 - Present)

Freelance Game Developer

I'm currently working as a Freelance Game Developer at Fiverr.

- Developed UE/UE5 blueprints.
- Level Design
- Develop Game Mechanics
- Testing
- Debugging

EDUCATION

Sri Lanka Institute of Information Technology

(February 06, 2017 - August 23, 2021)

BSc. (Hons) , Information Technology

2.9

Degree specializes in Interactive Media.

PROJECTS

Alone

(January 01, 2019 - January 03, 2019)

Third person game - Unity

Fishing

Madness

(February 03, 2020 - February 11, 2020)

2D Game - Unity

Three Mile Island

(May 06, 2019 - July 22, 2019)

Third Person Game - Unreal Engine 4

Hogar

action/Survival Third Person Game - Unreal Engine 4

(January 01, 2020 - January 03, 2020)

Jungle Runner

(August 03, 2020 - August 15, 2021)

2D Mobile Game - Android

Change game difficulty based on Users' emotions.