



# YASINDU WEERATHUNGA

## COMPUTER SCIENCE GRADUATE

### PROFILE INFO

I'm Yasindu Weerathunga, a passionate Computer Science Engineer with a strong background in software development and technology innovation. I love solving real-world problems through code and creating efficient, scalable systems.

Building on my foundational passion for software development, my keen interest lies predominantly in game development, an area that consistently fascinates me with its blend of creativity and technical challenge. While deeply passionate about crafting immersive digital experiences, I also possess a strong aptitude for broader software applications, having honed my skills through various projects in my spare time. This versatility enables me to contribute effectively to diverse software domains beyond gaming.



#### Portfolio

[yasinduvw.github.io/portfolio/](https://yasinduvw.github.io/portfolio/)



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## HIGHER EDUCATION

**Informatics Institute of Technology** (Colombo-04) | Affiliated with **University of Westminster** (Westminster, UK)

**BSc. (Hons) Computer Science** (2025) Results Pending. Completed final year



## PRIMARY EDUCATION

**Mahanama College** (Colombo-03)

2012-2019

**G.C.E. O/L** (2016) Results: 8As 1C

**G.C.E. A/L** (2019) Results: 2Cs 1S

**Sussex College** (Nugegoda)

2005-2012



## EXPERIENCE

**Intern Software Engineer**

Jun 2023 - Jun 2024

**SimCentric Technologies** | Hybrid

- Developed water vehicle mechanics using XShip and DWP2 plugins & Unreal Engine's water plugin. Added naval gun support.
- Upgraded core vehicle functionalities, including tracked vehicle movement, damage simulation and crew seating logic.
- Created rotor and door animations using bone transformations and Unreal Engine's animation editor.
- Improved weapon mechanics to include turret sounds, ammo mesh visibility, ammunition trailers and bullet tracers.
- Extended asset customization tools using JSON read/write frameworks for vehicles and munitions.
- Designed and implemented intuitive vehicle UIs for weapons, turrets, and reticles.
- Developed thermal vision simulation with dynamic heat updates and post-processing materials.
- Migrated and converted particle systems from Cascade to Niagara and resolved related issues.



## MY SKILLS & EXPERTISE

**Programming** | python, java, c#, c++, c

**Game Development** | unity, unreal-engine

**Web Development** | html, CSS, JavaScript

**Database Management** | MySQL



## REFEREES

**Mr. Sisira Athuraliyage**

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