SAHAN RANDULA

GAME DEVELOPER

Profile

Enthusiastic and passionate game/software developer with 5+ years of game development experience. Have worked with clients from all around the world on gaming projects and have successfully completed more than 25 projects within that time.

Proficient in resource management and working with different types of teams to achieve goals within time. Have strong communication skills and problem solving skills under pressure.

Experience

Edify
2022 - 2023

Senior Software Engineer
Planning & implementing features
Multiplayer implementation
Refactoring code base

Matific
2021 - 2022

Senior Software Engineer
Implementing features
Unit testing
Editor script building for designers

Arimac Digital
2019 - 2021

Head of Interactive Media
Develop AR/VR applications
Research on new AR/VR tools to be used on new products

Arimac Digital
2018 - 2019

Research Software Engineer
Implementing AR/VR projects

Arimac Digital
2017 - 2018

Intern

Education

B.Sc. (Hons.) in Software Engineering
University of Kelaniya, Sri Lanka | 2015 - 2019
Second Class Lower Division
Game development focused

Technical Skills

- **Unity Engine**
- **C#**
- **JavaScript**
- **Unity Multiplayer with Netcode**
- **Unity Multiplayer with Photon**
- **Playfab Unity Integration**
- **Augmented Reality with Unity**
- **Virtual Reality with Unity**
- **Agile development**
- **Jira**
- **Git Version Control**
- **Confluence**
- **Three.js**
- **A-Frame**
- **Unity Sockets**
- **Unity Editor Scripting**
- **Unity Social Media Integration**
- **Blender Basics**
- **SparkAR/Lens Studios**

Projects

EDIFY VR/PC TEACHING APPLICATION
Edify.ac

Planning & implementing features,
Refactoring the existing code base.

VIRTUAL REALITY CRICKET
Arimac Digital

Creating a virtual cricket experience
UI implementation

VISA AUGMENTED REALITY
Arimac Digital

Implementing multiple AR technologies/platforms in a
single application (Azure spatial anchors/ AR
foundation/ Vuforia)

WYNK AR
Arimac Digital

Implementing a cloud base solution for AR markers
Implementing backend API connections for Unity

ANDERSONS AR - TILE VISUALIZER
Prime Sens

Implementing floor tracking
Implementing immersive UI development
API integration

NDB BANK DIGITAL CENTER
Arimac Digital

Implementing the mobile/pc application for basic bank
transactions

ZERO GRAVITY AR
Arimac Digital

Implementing a marker based AR solution
Implementing leaderboards

TOKYO CEMENT PRODUCT VISUALIZER
Arimac Digital

Implementing a WebGl unity solution with POIs for
visualizing buildings

HIRU ELECTION CAMPAIGN
Arimac Digital

Implementing backend API in unity
Implementing UI

HIRU MEGASTAR, HIRU CLASS
Arimac Digital

Implementing a socket solution for communication in a
live television environment

MVIVO HOUSE VISUALIZER
Arimac Digital

Implementing a 3D/2D house visualizer using three.js

Interests

- Gaming
- Travelling
- Movies/TV series
- YouTube

Contact

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- sahan.randula29@gmail.com

- sahanrandula.com
- sahan.randula
- _sahan94_

Personal information

Gender
Male

Nationality
Sri Lankan

Languages
Sinhala
English

References

References available upon request