

SAHAN RANDULA

SENIOR SOFTWARE ENGINEER
GAME DEVELOPMENT

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PROFILE

Game & Software Developer with over 8 years of experience, delivering 25+ successful projects for international clients. Strong expertise in game development and system design, resource management, and cross-functional collaboration. Proven ability to meet deadlines, solve complex problems under pressure, and communicate effectively to achieve project goals.

EDUCATION

2015 - 2019
UNIVERSITY OF KELANIYA

- B.Sc. (Hons.) in Software Engineering
- Second Class (Lower Division)

WORK EXPERIENCE

2024 - Present

Matific

Senior Software Engineer

- Planning and implementing new game features and mechanics
- Refactoring and optimizing legacy codebases for performance and scalability
- Collaborating with cross-functional teams to deliver features on schedule
- Writing clean, reusable, and well-documented code
- Debugging and troubleshooting issues in live products
- Conducting code reviews to ensure best practices and maintain code quality
- Implementing unit tests and improving test coverage

2022 - 2023

Edify

Senior Software Engineer

2021 - 2022

Matific

Senior Software Engineer

2017 - 2021

Arimac Digital

**Head of Interactive Media,
Research Software Engineer,
Intern**

SKILLS

- Unity Engine
- C#
- JavaScript
- Unity Multiplayer with Netcode / Photon
- Playfab Unity Integration
- AR & VR with Unity
- Agile development
- Jira
- Git Version Control
- Confluence
- Three.js
- A-Frame
- Unity Editor Scripting
- SparkAR / Lens Studio

REFERENCES

References available upon request