

Sahan Randula

Senior Unity Developer

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PROFESSIONAL SUMMARY

Senior Unity Developer and Tech Lead with **8+ years** of experience delivering **25+** game and software projects for international clients. Hands-on Unity/C# experience across educational applications, multiplayer and AR/VR, with strengths in platform upgrades, performance optimization and developer tooling.

PROFESSIONAL EXPERIENCE

Matific

Tech Lead Game Development
Senior Game Developer

May 2026 - Present
2024 - May 2026

- Developed **complex features** for the Matific application using AI-assisted workflows, applying engineering judgement to guide implementation, review generated code, and integrate solutions into the existing architecture.
- Introduced **AI-assisted development workflows** across the Unity team, combining AI-generated implementations with technical evaluation and code review to shorten delivery time.
- Led the **Unity 6 upgrade**, using AI-assisted development to modernize legacy integrations and rewrite outdated plugins as in-house solutions.
- Applied AI-assisted prototyping to explore offline content delivery, building a **proof of concept** that enables users to download learning episodes from peers on the same Wi-Fi network and play them offline.
- Integrated **Addressables**, improving application performance and login success rates.

Edify Senior Software Engineer

2022 - 2023

- Developed **VR and multiplayer features** in Unity.
- Refactored legacy code and introduced **better coding practices** for junior developers.

Matific Senior Software Engineer

2021 - 2022

- Established the **unit-test framework** that the team continues to use today.
- Developed features for Matific's Unity application.

Arimac Digital Head of Interactive Media

2017 - 2021

Earlier roles: Senior Unity Developer, Unity Developer, Intern

- Developed a **VR cricket game** and a range of AR/VR applications in Unity, including AR experiences using **spatial anchors**.
- Led AR/VR projects while continuing hands-on development in Unity and C#.

TECHNICAL EXPERTISE

Core: Unity, C#, gameplay systems, system design, Unity Editor scripting

Engineering: Addressables, performance optimization, unit testing, legacy refactoring

Multiplayer and XR: Netcode, Photon, PlayFab, AR/VR, spatial anchors

Delivery: AI-assisted development, code reviews, Git, Agile, Jira, Confluence

EDUCATION

MSc in Advanced Software Engineering

In progress

University of Westminster via Informatics Institute of Technology

BSc Honours in Software Engineering

2015 - 2019

University of Kelaniya