DINETH DISSANAYKE
XR DESIGNER & DEVELOPER

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📍 Brisbane, AU

🌐 bit.ly/dinethd_portfolio

SKILLS

- Unity
- Unreal Engine
- Godot
- Flutter
- Apple Vision Pro
- Meta Quest
- Pico
- HTC Vive, Cosmos, Focus 3, XR Elite
- ARCore
- ARKit
- Blender 3D

EDUCATION

Reality Capture (3D Scanning) for VR | Tafe
 2022

Bachelor of Game Development (Game Design) | SAE Institute
2015 - 2017

REFERENCES

Byron Tik | BHP
www.linkedin.com/in/byrontik

Brett Wissemann | Nexefy
https://www.linkedin.com/in/brett-wissemann

EXPERIENCE

Lead Augmented Reality Developer | Josephmark   23 - 25
- Programming interactive UI and AR mechanics
- UI/UX design collaboration
- Codemagic remote build automation configuration
- Google Play and Apple App Store deployment

Lead Unity Developer | Lyro Robotics   24
- Programming robot and machinery movement
- Modelling custom robotic machinery

Unity Developer | Compono (formerly Croomo)   19 - 22
- Programming interactive UI & VR mechanics
- Programming custom tools and editor extensions
- Porting VR applications
- Assembling interactive training activities with custom tools
- Deploying and maintaining builds on client devices
- Client tech support

  Projects
  - BHP VR Track Lookout
  - KiwiRial VR Shunt School and Driver School
  - KiwiRail Radio Communications
  - Aurizon VR Shunt School and Driver School
  - Internal VR Sales Products
  - Graduated Licensing Systems
  - Midtown Centre Interactive Floor Plan

Lead Programmer & Designer | History Alive   19
- Design and implementation of UI systems
- Google Firebase Remote Config integration

Lead Programmer & UI/UX Designer | VR Now   18 - 19
- Programming & designing interactive UI & VR mechanics
- Modelling 3D environments

  Projects
  - Howard Smith Wharves Concierge Admin & Client Apps
  - Howard Smith Wharves AR Visualisation
  - 360 Exhibition Hall Visualisation
  - Glo X VR Experience
  - VR WH&S Training
  - Brisbane Convention & Exhibition Centre VR Visualisation

HOBBIES

Medieval Reenactment