



DINETH DISSANAYAKE

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