



## HARSHANI CHATHURIKA **GAJANAYAKE**

**UI/UX** Designer



## EXPERIENCES

# HypeHash Inc. (Internship)

UI/UX Designer and Developer

22nd Aug 2018-22nd Feb 2019

The organization allowed me to work with my full potential as a UX designer for the organization. My basic responsibilities were to conduct.

Technologies: Swift, Ionic, React

- UX Research and development
- Conduct Design Sprint
- Product Design
- Design Wireframes & Conduct Prototyping session, Empathy Map, Personas
- App Designing & Development
- Conduct Product Launch Formula

## **Work Related Experience** at Gameroar.lk

Community Manager

1st Jan 2019 - 22nd Feb 2019

Expect for my work as an intern in HypeHash I got opportunity to work as a community manager at gameroar.lk platform. My key responsibilities were to conduct.

- Platform Design and Development
- **Team Leading**
- **Platform Management**
- **Annual Game Event Co-Ordinating**
- Social Media Page Handling
- Community Building

# Pyro Labs

**UX** Designer Sept 2019 - Current Technologies: Flutter

## **ABOUT ME**

I m a dedicated, self motivation, responsible, hardworking and passionate fresh undergraduate student in IT who's extremely awesome to work with and had wide range of knowledge from art and design. And also I m a quick learner and I always motivated to learn about new technology related things quickly to bring value to organization that whould utilize my skills as a UI/UX Enginnering or Designer .

# **CONTACT ME**

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#### See Me on

- M https://medium.com/@harshani\_chathurika
- https://twitter.com/HcqMck
- https://github.com/harshani5chathurika
- (A) https://dribbble.com/chathurika
- Bē https://www.behance.net/hcgmck1a20
- in www.linkedin.com/in/harshani-chathurika-094099132/
- www.facebook.com/pg/Harsh\_Pentogram\_Design-438287500338424
- Mttps://www.instagram.com/hash\_pentogram\_design/

## **EDUCATION**

#### UNIVERSITY OF MORATUWA **FACULTY OF INFORMATION TECHNOLOGY**

Reading for B.Sc.(Hons.) Degree in information Technology and Management.

#### (2015-2020 Expected)

Mulitimedia and Web Technology, Data Structure and Algorithum, Organizational Behaviour

## MAHAMAYA GIRLS' COLLAGE KANDY.

2001-2014

G.C.E.Advance Level- Art Stream(2014) G.C.E. Oridanary Level (2011)

# TECHNICAL SKILLS

RELATED

Requirement Gathering, UX reserch, Wireframe design, Prototyping, Personas, Journey

Map, Empathy Map

C, JAVA, Python, Dart

HTML,CSS,SASS, PHP, JS,Angular, DEVELOPMENT: Bootstrap, JQuery, Flutter, Node

JS,React, Wordpress

Adobe Photoshop, Illustrator, XD, SketchUp, Balasmiq, Coral

Draw, Lumion, Maya

NetBeans, Android Studio, Visual Studio, Sublime Text, Brackets

npm

MySQL

# **HACKATHON EXPERIENCES**

#### Microsoft Mind Craft Hackathon

Mindcraft lego game development Participating - 2015

#### Code Rush

12hr algorithum problem solving compitition Participating- 2017

#### Global Game Jam Hackathon 2019

24hr mini game development compition **Organizing Committee Member** 

#### Woman Will 2019

1hr hackathon- google project development Best 10 Quick Developer

# **EXTRA CURRICULAUM ACTIVITIES**

WRITE RESEARCH Psychology Impact on Human **REVIEW PAPER:** Computer Interaction Design.

Designer:

Freelace Graphic Reckitt & Colmon Ceylon pvt (Ltd) Travel apperal amd accessories

**Editor:** 

Chief Designer & FIT CHRONICAL Annual Magazine

**Medium Writer:** 

Based on-Designe, Psychology, Technology Write for 8 Publications- UX Collective, Muzli, Prototyperio, Hackernoon, UX Planet, Dschool, The Startup Becomming Human/Artificial Intelligence Magazine

**Team Member:** 

AIESEC Colombo South, Nature Team, Drama Society, Android Game Developer

Owner:

Hash\_Pentogram Design and UX Wave

Magazine

ittee Member:

Organizing Comm- Global Game Jam-2019, Sri Lanka Art Society (2014)

President:

Drugs Privilation Club (2013/2014)

Mahamaya girls' collage

**Vice President:** 

Art Club (2013/2014) Mahamaya girls'

Secretary:

Buddhist Community (2013/2014) Mahamaya girls' collage

# AWARD & **ACHEIVEMENTS**

- BEST A/L RESULT ART stream
- ALL ISLAND 1ST -potrait drawing 2013
- ALL ISLAND 4TH Potrait Drawing 2014
- 42 SCHOOL(SILICON VALLEY) pass the exam
- Highest Marks- Graphic Design course
- 2nd Place 400x4 women relav Annual Track & Field Championship

# INTEREST

**DESIGN:** Visual, Animation and

Graphics

DRAWING: Modern Art, Wall art, Poster, banner, Potrait, Cartoon

BLOGGING: Medium, Ux Wave

SPORT: Badminton, Chess, Athletic

TRAVEL: S.Korea, Dubai, Viyetnam,

Singapore

Hiking: Hanthana, Sinharaja,

Mandaramnuwara

READING & VOLUNTEERING

# REFEREES

#### Dr. Thanuja Sandanayake

Senior Lecturer

Department of Interdisciplinary

Studies,

Faculty of Information Technology

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#### Shan V Perera

Chief, Operations & Platform

Governance

HypeHash Incorporated, Evergreen Park Road,

Colombo 5.

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# **PROJECTS**

#### **Dynamic Content & Behaviour Prediction From Youtube** Gaming Channels.

Research Based Project (Ongoing)

Technologies: Python, Sementic Modling,

Detect and Analyze the dynamic of popularity data of Youtube to design and implement a web based system to predict the further behaviours of gamming channels, uploads and views etc. And therebe Providing suggessions to you tubers to identify their potential and enhance the experience.

#### **Industry Waste Matchmaking Platform**

2nd year Software Project Mentored by Maya Creation

Web based application that makes use of one organization's industrial waste and matches it with input or raw material of some other organization automatically via an online platform.

#### **Real Time Location Indicator System for Bus Transportation**

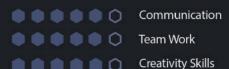
1st year Hardware Project

This system is displays the speed, track the current and next location, detect the bus drivers alcohol level (health state) to passengers.

#### **Flutter Game Development**

Ongoing Project of Based on Pyro Lab Games.

# NON-TECHNICAL **SKILLS**



Dedication

**Ouick Learner** 

Leadership

Interpersonal

**Knowledge Sharing** 

Time Management