

DESIRA WIJESUNDARA



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[Portfolio](#)

WORK EXPERIENCE

Junior Technical Writer - Programus Ltd. | Sep 2024 - Present

Adobe RoboHelp | Adobe Premiere Pro | Git | Azure DevOps | OpenAPI/Swagger | Postman | HTML | CSS

- Independently manage end-to-end documentation deliverables including user guides, configuration documents, tutorial videos, release notes, and client-specific documentation, supporting multiple enterprise clients.
- Own API documentation and validation workflows using OpenAPI/Swagger and Postman, collaborating with development and QA teams to ensure accuracy, reduce integration issues, and support ongoing feature releases.
- Partner cross-functionally with project managers, developers, support teams, and clients to clarify complex workflows, streamline knowledge base content, and improve documentation usability and consistency.

Trainee Software Engineer - hSenid Mobile Solutions | July 2022 - July 2023

Ansible | Spring | Maven | VIM | Java | HTML | CSS | JavaScript | Bash | SQL | PostgreSQL | MongoDB

- Did bug fixes and added new features for the Applova Admin web, Merchant web, API services and Android based mobile/kiosk applications.
- Wrote several Bash scripts and Ansible playbooks to automate module builds, checking build status as well as backing up/ restoring databases.

Associate Software Engineer - Sustainable Education Foundation | June 2022 - July 2023

HTML | CSS | JavaScript | TypeScript | Ruby | Spring Boot | SQL | Node.js | React.js | JQuery | Bootstrap

- Fixed issues and added new features to the SEF site.
- Was responsible for creating the SEF handbook, taking part in creating wireframes for ScholarX version 2 and writing/proof-reading content for the SEF site/SEF related activities.
- Hosted a Google Summer of Code awareness session and lead multiple interviews with Mentors of the 'Scholarx' Program to gather feedback.

Trainee Waiter - The Gateway Hotel | December 2018 - March 2019

- Served customers where I learned about teamwork, working on strict schedules, and working effectively under pressure.

Digital Marketing Intern - Antyra Solutions | September 2017 - March 2018

- Directly handled two clients (Zesta tea and Resplendent Ceylon) and co-handled six clients (Lanka hospitals, Jetwing hotels, Pickme, WOW.lk, Spa Ceylon, and John Keels) running digital marketing campaigns and writing SEO friendly content.

Freelance Writer - The Nations newspaper | 2015

- Wrote three articles for the 'Free' magazine of the Nations newspaper about video games.

EDUCATION

B.Eng in Software Engineering - University of Westminster, London | Sep 2019 - June 2024

- Successfully completed BEng (Hons) Software Engineering degree program with upper second class honors.

PROJECTS

Procedurally Generated Serious Game to Promote Learning in Individuals Affected by Trisomy-21

Unity3D | C# | Python

May 2024

- Conducted extensive research regarding the domains of serious games special education and Trisomy-21 prior to developing the serious game.
- The UI/UX, gameplay loop and procedurally generated aspect of the serious game were built using Unity3D and C#.
- The regression model trained to determine ideal length of game levels was built using Python.

[Unity3D Code](#) | [Regression Model Code](#) | [Thesis](#)

Augmented Reality Based Cloth Customization Application

Unity3D | C#

May 2022

- Coordinated the team and developed the core functionality of the web application.
- This includes augmented reality features and real time cloth component customization/preview capabilities built using Unity3D and C# language.

[Unity3D Code](#) | [Web App Code](#)

Formula1 Championship Manager Program

Java | Java Swing

December 2021

- Developed an application to manage drivers and races.
- Utilized object-oriented concepts and data-structures to handle the driver and race objects.
- Includes a data storage mechanism using a locally stored text file.
- Made use of Java Swing to sort and display drivers and races in different orders.

[Code](#)

Retro Video Game Based Website

HTML | CSS | JavaScript

March 2021

- Coordinated the team and developed major features of the website.
- This includes the common CSS style sheet, the home page, query page, navigation bar and footer.

[Code](#) | [Website](#) | [Report](#)

Math Game

Python | SQL

May 2020

- Developed two sub-versions of the program and implemented the base game to ask the user randomly generated math questions, spanning from addition, subtraction and multiplication.
- Implemented both programs to have identical functionalities, except in one version, developed a feature for the user to select the difficulty level, and the number of questions desired to be asked.
- Created a score storing mechanism using a SQL server to allow the users to view results from the main menu.

[Code](#) | [Report](#)