



SENIOR UNITY SOFTWARE ENGINEER

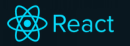
DINUKA JAY

GET IN TOUCH

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PERSONAL PROFILE

I am a very passionate Software Engineer with over 12+ years in experience developing games, 3D applications and experiences with experience developing technical infrastructure for over 300,000+ users all across the world.

WORK EXPERIENCE



Lead Unity3D Engineer at Museums Victoria (Unity3D, C#)

June 2023 - June 2025 (2 years)

Leading the development of the Melbourne museum Dinosaur experience built with Unity 3D and C#, targeting augmented reality experiences for visitors.



Senior Software Engineer at NDIS (Mobile experiences)

June 2025 - present (1 year)

Full Stack Development at NDIS, primarily taking care of their mobile apps, building new experiences and maintaining the apps.



Mobile Engineer at Nintex.com (Unity, Kotlin)

November 2021 - present (3 years and 4 months)

Full Stack Development at Nintex.com for Nintex mobile products for clients such as Woolworths, Coca Cola and AstraZeneca.



Senior Unity3D Engineer at Ignition Immersive

September 2020 - October 2021 (1 year 1 month)

Led 4 Unity based Mobile and web projects. Worked alongside a large team to build and deploy educational games, AR and VR apps. Extensive experience working with Unity 3D/C#.



Unity3D Developer (Mobile) at RIST Australia

March 2020 - January 2021 (10 months)

Building interactive educational mobile experiences in AR and VR for 1000+ students at Rural Industries Skill Training College Australia. Worked with Unity 3D/C#.



Software Engineer at TutorSeek Australia (.NET Core, Blazor, C# & Flutter)

March 2019 - March 2020 (1 year)

Responsible for developing the android and iOS mobile apps while working with a .NET Core based REST service, deploying and maintaining the production apps and working with a team of engineers.



**Software Engineer at Kaodim.com (Malaysia) -
Ruby on Rails / Java / Kotlin**

February 2017 - December 2018 (1 year 10 months)

Worked as a software engineer in charge of developing and publishing mobile apps and Rails API for Kaodim.com targetted in Malaysia, Singapore, Indonesia, and the Philipines for a user base of 100,000+



**Software Engineer (Intern) at Deakin University Australia -
React Native / Ruby on Rails**

2019 (6 months)

Designed and Developed the Analytics framework for DeakinCo's student portal using React Native for frontend mobile, Ruby on Rails for backend.



**Software Engineer (Mobile + Backend) at Eyewer Software
Technologies (PVT) Ltd (Sri Lanka) -
.ASPNET / Azure Services / Java**

February 2014 - October 2017 (2 years 7 months)

Worked as a software engineer responsible for developing mobile apps and backend services for their clients. Worked with Native android with Java for their development. Worked with .NET API for backend development. Responsible for deploying and maintaining their client's mobile and backend apps. Worked with Heroku, AWS and Microsoft Azure.

AREAS OF EXPERTISE

- Full Stack Experience at multiple workplaces where I took on the role of backend and frontend development while managing deployments and Microsoft Azure resources.
- Mobile development experience from designing UIUX in Figma to creating wireframes, developing in Android, testing and integrating with CICD Pipelines using Azure DevOps and publishing to App/PlayStores
- 10+ years of industry experience in **.NET, Java, Kotlin, C#**. 5+ years in **Flutter and Ruby on Rails** programming
- Production experience managing and expanding infrastructure for a user base and traffic of over 300,000 users across the world.

DEVOPS



**Extensive Experience in Managing CICD Pipelines + Azure DevOps
6 years experience**

Managed YAML pipelines for development, test and production environments. Managing deployments, DevOps, Automations.

EDUCATION

Master of Information Technology (Specialising in Virtual Reality and Augmented Reality)

Deakin University Melbourne

Also at Deakin: Designed and built two industry-level virtual reality applications with one published research paper in VR.

Masters in Software Engineering (First class honours)

Staffordshire University UK

Acquired knowledge in software architecture, storage, testing, and deployment in a production environment. Graduated with first-class honours.

B.Eng Software Engineering (Second upper honours)

Staffordshire University UK

Graduated with second class upper honors

TECH STACK



.NET / C# / ASP.NET Core for Backend/Web

10 years experience

Build and shipped 10+ multiple ASP.NET and Desktop applications with C# and .NET Core and deployed on Azure



Flutter for Mobile

4 years experience

Shipped 3 iOS and Android apps in Flutter and maintained them for a large user base. Currently learning desktop and web publishing with Flutter as well.



Kotlin for Mobile

7 years experience

Managed the Nintex mobile products for clients such as Woolworths, Coca Cola and AstraZeneca which had their android apps written 100% with Kotlin



Ruby / Ruby on Rails for Backend

4 years experience

Self-taught and shipped 2 API projects at Kaodim and Beres for a user base of 300,000 across south east asia. Deployed to AWS.



Java for Mobile

10 years experience

Shipped 12+ products written with Java targetted at web, API and android mobile apps.



React / React Native for Mobile and web

3 years experience

Shipped 2 products with React and React Native for mobile platforms.

THINGS I'M PROUD OF ❤️

12 years in Full stack software development

Industry experience in developing and deploying software applications for frontend mobile, web and desktop and Backend engineering for software applications in a production scale using Unity 3D, Java, Kotlin, Flutter, React and C#.

Thorough knowledge in Software Systems Architecture and Security

Thorough knowledge in deployment of apps and games on Apple AppStore and Google PlayStore with production-ready software architectures with state-of-the-art security protocol development.

Maintained and Scaled production apps for over 300,000 users across Malaysia, Singapore, Indonesia and Philippines

Experience in handling bugs, critical issues and maintenance in a highly competitive and fast-paced environment

Self published mobile application with over 80,000 users worldwide

A hobby app of mine "Magic Copy" was featured on ProductHunt.com in 2018 and I scaled and managed this app for over 50,000 users and growing.

Dinosaur Experience at [Melbourne Museum](#)

The Dinosaur experience at [Melbourne Museum](#) is still going strong with thousands of visitors using my Unity 3D based AR experience every day

REFERENCES



Mrs. Zoe Hogan

CEO of Cobolt Studios, Melbourne / Worked together at Museums Vic & Ignition Immersive

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Matthew Kwan

Engineering Manager at Nintex / Worked together for 3+ years

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