Rafael Wijesekera

Senior Game Developer | Software Engineer

Colombo, Western Province, Sri Lanka | +94 (76) 28900 | rafaellalinwijesekera@gmail.com

Summary

I'm a game developer with a strong mix of creativity and technical skill, experienced in building hyper-casual and interactive games from prototype to release. Along the way, I've worked on gameplay systems, rapid prototyping, and delivering polished, player-ready experiences. Comfortable with Python, C++, Ruby, Ruby on Rails, and Java, I'm quick to pick up new technologies and apply them in production.

What drives me is creating games that feel fun and engaging, collaborating with designers and artists, and solving real-world challenges under tight deadlines. I'm always pushing to sharpen my skills and take on projects that stretch the boundaries of what games can deliver.

Experience

Deven Studio (Neved Tech Pvt. Ltd.)
Senior Game Developer

Oct 2022 - Aug 2025
Remote

- Developed and prototyped assigned hyper-casual game ideas into playable builds
- Worked independently and with the team to create reusable systems and deliver polished games under tight deadlines
- Contributed to multiple shipped projects, managed a live game with seamless updates, and integrated monetization features (ads, etc.)

Upwork
Freelance Game Developer

Jul 2022 -

- Developed small-scale game projects tailored to client requirements
- Adapted quickly to different project scopes and creative directions
- Maintained strong client relationships through clear, consistent communication

Motion Miracles
Lead / Senior Game Developer

Jul 2021 - Oct 2022
Sri Lanka

- Led a team in developing hyper-casual mobile games from concept to release
- Oversaw production schedules, QA, and final delivery
- Managed team outputs to meet project goals and deadlines
- Balanced leadership with hands-on development to ensure high-quality results

Motion Miracles
Game Developer

Nov 2020 - Jul 2021
Sri Lanka

- Researched market trends to generate innovative hyper-casual game concepts
- Rapidly prototyped and developed playable builds
- Delivered polished, engaging games under tight deadlines
- Balanced creativity with practical design and technical execution

Inova IT Systems
Junior Software Engineer

Apr 2019 - Nov 2020
Sri Lanka

- Maintained and enhanced a large-scale Ruby on Rails codebase
- Fixed complex bugs and added new features to improve functionality
- Optimized performance for greater scalability
- Collaborated with product teams to deliver business-critical updates
- Participated in code reviews, agile sprints, and version control with Git

Education

Heriot-Watt University
Computer Science

2016 - 2019