Dileepa Mahanama Galmangoda

Contact & Social

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Academic Qualifications

- BSc. in Information Technology Specializing in Interactive Multimedia at Sri Lanka Institute of Information Technology 2014 – 2017
- Edexcel GCE Advanced Level at Regent International College, Gampaha 2013
- Edexcel GCE Ordinary Level at Regent International College, Gampaha 2010

Skills & Tools

UI/UX Figma, Adobe XD

Graphic Adobe Photoshop, Adobe Illustrator

Video Adobe Premiere Pro, Adobe After Effects

Print | Adobe InDesign

HTML/CSS/JS

Digital Content Creation

Digital Marketing

Social Media Management

CMS Administration

Professional Experience

Senior UI/UX Designer



at Villvay Systems (Pvt) Ltd., Sri Lanka.

April 2024 to Present

Engaged in UI/UX design for B2B eCommerce websites and mobile apps, creating interactive prototypes and high-fidelity UI mockups using standard design systems and best practices. Collaborated with development teams enhance overall UX of the client websites.

Multimedia Engineer



at Tracified (Pvt) Ltd., Sri Lanka.

March 2022 to February 2024

Primarily engaged in UI/UX design tasks creating interactive prototypes, high and low fidelity UI mockups for Tracified products and features. Worked with the development teams to streamline best UX practices within the products. Produced digital content for company social media platforms and initiated branding across all digital and print media.

Designer - Remote



at Kimp.io (Doto Media inc.), Canada.

June 2020 to March 2022

Worked on design tasks including branding documents, logos, social media graphics, web visuals, slide decks, and printed artworks for clients across the US, UK, and Canada. Utilized Adobe Photoshop and Illustrator for graphics, Adobe InDesign for book formatting, and also worked on UI design tasks using Figma.

Digital Designer



at zMessenger (Pvt) Ltd, Sri Lanka.

November 2019 to June 2020

Produced digital and printed artworks for key brand clients, adhering to corporate brand guidelines and moodboards to deliver high-quality results within demanding timelines. Proficiently utilized Adobe Photoshop, Illustrator, After Effects, and Premiere Pro for graphic and video creation. Utilized Bannersnack platform for HTML/GIF web banners and engaged in experimental UI/UX design projects using Adobe XD.

Online Certifications

Build Wireframes and Low-Fidelity Prototypes

Google - Coursera

https://coursera.org/verify/67XRDG2NC86Q

Start the UX Design Process: Empathize, Define, and Ideate

Google - Coursera

https://coursera.org/verify/KY343P76Z93B

Foundations of User Experience (UX) Design

Google - Coursera

https://coursera.org/verify/9ED7HNYHPRJH

The Fundamentals of Digital Marketing

Google Digital Garage

Google Ads Display Certification

Google

Extracurricular Activities

Batch Representative

BSc. in IT - Interactive Multimedia Batch - 2014 Sri Lanka Institute of Information Technology

Member

GenX Gaming Community Sri Lanka Institute of Information Technology

Senior Prefect

Regent International College, Gampaha

Senior Scout - District Commissioner's Cord

Regent International College, Gampaha

Freelance Digital Strategist/Designer

Alias - Elements Sri Lanka.





Managed, designed and strategized web/graphic/video projects and digital marketing initiatives for diverse clientele in Sri Lanka and Australia. Utilized Adobe Photoshop, Illustrator, After Effects, Premiere Pro for creating graphics and videos. Executed digital marketing campaigns with Meta Ads Manager and Google Ads platforms. Developed static web projects using WordPress CMS, HTML and CSS.

Other Experience

Web Administrator/Visiting Lecturer

Nagananda International Institute for Buddhist Studies

2015 to 2018

Designed and maintained the official website (Joomla) and social media presence. Also teached Computer Literacy subject for undergraduate students.

Research & Projects

HeladivaAR - Research Paper and Mobile Application

Project leader in a four-member group research project developing a smartphone application to reconstruct ancient ruins of Sri Lankan heritage sites three-dimensionally and presenting them using Augmented Reality and Virtually Reality.

Published - http://repository.kln.ac.lk/handle/123456789/15553

A Critical Analysis on the Most Ideal Game Engines for Indie Game Development – Research Paper

Research containing an in-depth analysis of the current game engines which are most suitable for upcoming game developers in terms of their learning curve, cost, content availability, and compatibility.

References

Mr. J. M. Iresh Bandara

MSc. in Enterprise Application Development - SHU - UK, BSc. in IT, Former Lecturer - SLIIT, Former Research Coordinator - IIT

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Dr. Manjula Rajapakshe

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