

Inura Neelaka Ganegoda Gamage

Design Engineer | Front-End & UI/UX

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PROFESSIONAL SUMMARY

UI/UX Designer and Front-End Engineer with 5+ years building responsive, accessible, user-centred interfaces from wireframe to shipped product. Strong in Figma-to-code workflows using HTML, CSS, Tailwind, JavaScript, and Astro, backed by usability testing and user research. Focused next on product roles that combine design depth with front-end engineering.

WORK EXPERIENCE

UI/UX Engineer, Content Management and Solutions (CMS)

Full-time | Apr 2024 - Present

- Build and maintain responsive B2B web applications in HTML, CSS, Tailwind CSS and JavaScript, with fast-loading, consistent interfaces across devices and browsers.
- Design wireframes, high-fidelity mockups and interactive prototypes in Figma, then build them as accessible production front-end code.
- Improved navigation efficiency by 25% by designing, prototyping and testing user-first interface flows.
- Build and maintain reusable interface components that hold visual consistency across the product and speed up feature delivery.
- Run usability testing and user research, turning behavioural data and feedback into interface changes that improve real-world performance.
- Integrate AI-assisted development tools (GitHub Copilot, Cursor, Claude) into the build workflow to raise development speed and code quality.
- Work with project managers, marketing managers, designers and developers to turn business requirements into shipped features.

Design Lead, 3CS Asia

Full-time | Jul 2023 - Apr 2024

- Led UI/UX design and front-end development for B2C web applications end to end, from user research and design through to built, responsive, mobile-first interfaces.
- Shipped research-driven UX and front-end improvements that increased user engagement by 50% within six months.
- Designed wireframes, interactive prototypes and high-fidelity screens in Figma, then built them as responsive WordPress layouts using Elementor, WPBakery and hand-written custom CSS.
- Optimised site performance, loading speed, usability and accessibility, which improved user experience and search rankings.
- Mentored designers and developers, and led delivery in an Agile workflow.

Front End UI/UX Designer, 3CS Asia

Full-time | Jul 2022 - Jul 2023

Trainee Web Designer, 3CS Asia

Full-time | May 2021 - Jul 2022

PROJECTS

The Soul Care, Designer and developer

Non-profit | thesoulcare.org | Jul 2026 - Sep 2026

- Designed and built an accessible site for a student-led mental health initiative, working to WCAG 2.1 AA from the first commit for an audience on mid-range Android phones and metered data.
- Scored Lighthouse accessibility 100 with no axe-core violations on five of six pages, SEO 100, and cumulative layout shift of 0 on every run, measured 9 September 2026 with Lighthouse 12.8.2 and axe-core 4.13.0.
- Shipped in React, Next.js and Tailwind CSS over 10 weeks; the site carries five recorded webinars and reaches 70+ students.

EDUCATION

BSc (Hons) Information Technology

University of West London | Second Class Honours, First Division

SKILLS

Front-End Engineering: HTML, CSS, JavaScript, TypeScript, React, Next.js, Astro, Tailwind CSS, Responsive Web Development, Reusable Components, Cross-Browser Compatibility, Performance Optimisation, Core Web Vitals, Git / Version Control, WordPress, Elementor, WPBakery, Webflow

Design & UX: UI Design, UX Design, Mobile-First Design, Wireframing, Prototyping, Design System Consistency, Accessibility (WCAG 2.1 AA), Usability Testing, User Research, User Flows

Tools: Figma, Illustrator, Photoshop, Lighthouse, GitHub Copilot, Cursor, Claude, Google Analytics, Google Search Console, SEO