

Akil Fernando

Gameplay Programmer | Unity / C#

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Gameplay programmer with Ubisoft Halifax co-op experience in Unity/C#: camera systems, behavior-tree AI, and NavMesh targeting. Broad full-stack engineering background.

Canadian PGWP holder (valid through June 2029), open to relocation anywhere in Canada. Eligible for Atlantic Immigration Program (International Graduate stream). IELTS General CLB 10 (valid to 2028).

EXPERIENCE

Ubisoft Halifax

Halifax, NS

Gameplay Programmer (Co-op)

Apr to Aug 2024

- Unity/C# gameplay programming: Cinemachine camera systems, behavior-tree AI, NavMesh and hex-grid targeting.
- Maya character pipeline and custom debug tooling.

Teams Squared

Colombo, Sri Lanka

IT Systems and Cybersecurity Lead

Mar 2026 to Present

Microsoft-stack MSP (~15 internal staff supporting ~100 contractors across ~75 clients; primary markets Australia and Philippines).

- Sole-authored internal platforms and led an inherited production client portal (see Projects).
- Lead IAM administration on Microsoft Entra ID: MFA, Conditional Access policies, app registrations, identity governance.
- Administer Microsoft 365 tenant, endpoint security (Bitdefender GravityZone), and RMM (NinjaOne) across the contractor base.

PROJECTS

- **Ammo = Life** (personal): first-person shooter portfolio demo (itch.io/akilf).
- **Vulkan Graphics Demo** (personal): real-time graphics renderer demonstrating the Vulkan API. C++.
- **OpenGL Flight Sim** (personal): flight simulator built directly on the OpenGL API. C++.
- **CartCloud** (team capstone): MERN-stack e-commerce application. github.com/TobiOnibudo/cartcloud
- **Contractor Training LMS** (sole author): training platform serving contractors, primarily lawyers learning legal topics. Next.js 16, React 19, TypeScript, Prisma, PostgreSQL, NextAuth v5 with Entra ID SSO.

EDUCATION

Dalhousie University

Halifax, NS

BSc Computer Science (Co-op), GPA 3.92

Oct 2025

Undergraduate Certificates: Communications Technology and Cyber Security; Web and Mobile Development.

Honours: Sexton Scholar, Dean's List (multiple terms), Dalhousie In-Course Scholarship (2025).

CERTIFICATIONS

ISO 27001 ISMS Officer (in progress, 2026) · Microsoft Identity and Access Administrator, SC-300 (in progress)

SKILLS

Game: Unity, C#, Cinemachine, behavior trees, NavMesh, Maya

Development: TypeScript, React, Next.js, Python (FastAPI, Flask), Prisma, PostgreSQL, Supabase, Drizzle ORM, MERN, NextAuth

Identity & Security: Entra ID, IAM, MFA, Conditional Access, identity governance, ISO 27001 ISMS, Bitdefender GravityZone

Tools: Claude Code, Playwright, Git