



Deluka Hewage

Front-End Developer / UX/UI Designer

Website: delukalgh.com

Dedicated Front End Developer with experience in creating responsive, user-friendly web applications using HTML, CSS, JavaScript, and frameworks such as React. Skilled in translating design wire frames into high-quality code, optimizing performance, and ensuring cross-browser compatibility.

Contacts

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Education

Diploma, Digital Design and Development, British Columbia Institute of Technology

Graduation Date 2025

Skills

React
HTML & CSS
JavaScript
Graphic Design
UX/UI Design
Motion Graphics
Web Development
Next JS

Software

Figma
Expo
Photoshop
Illustrator
Wordpress
InDesign
After Effects
Github
Visual Studio Code

Work Experience

Server, Expo, Host

Sept 2022 - June 2024

Milestones Grill & Bar

- Greeted guests upon arrival and guided them to their table.
- Worked with an interface called OpenTable.
- Ensured that all dishes were correctly prepared and presented before being served to guests.
- Acted as the communication liaison between the kitchen and front-of-house staff, ensuring smooth and efficient service.
- Greeted guests promptly and warmly, presented menus, and answered questions about menu items, specials, and beverages.
- Took accurate food and drink orders using a POS system and relayed orders to the kitchen and bar staff.
- Processed payments accurately, handled cash and credit card transactions, and made change as needed.

Projects

Developer

Sept 2024 - Dec 2024

Remedify

- Developed surveys to research user pain points and created personas to guide the design and development of the app.
- Coded the app's interface and functionality using JavaScript, HTML, CSS, and Expo.
- Implemented functionality for the app's reminder feature.
- Integrated AI into the app to automatically scan medications and set reminders for users.
- Provided users with information about the medications they scanned and scheduled.

Graphic Designer UX/UI Designer

Sept 2024 - Dec 2024

ACG

- Developed the fictional story for the game to guide the design, interface, and user engagement.
- Created content inventories and established MVPs for the game.
- Designed and built paper prototype cards, decks, and platforms to playtest the game.
- Designed the game's interface, artwork, and functionality.
- Defined the rules and direction of the competitive card game.