

Vihanga Nivarthana

Senior Frontend Engineer | React, Motion & 3D

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Professional Summary

Senior Frontend Engineer with 4+ years of experience building scalable SaaS products, interactive interfaces, and motion-driven web experiences. Strong expertise in React, JavaScript, TypeScript, CSS/SCSS, and modern frontend technologies, with hands-on experience in SVG, Lottie, Three.js, and React Three Fiber. Experienced in translating complex designs into performant, polished, and interactive digital experiences while collaborating closely with design and engineering teams.

Core Capabilities

- Build scalable, reusable React interfaces from complex designs.
- Develop custom UI systems using CSS/SCSS with minimal reliance on component libraries.
- Create interactive SVG, 2D, Lottie, and motion-based experiences.
- Build and integrate 3D experiences using Three.js and React Three Fiber.
- Create custom web fonts, icon fonts, and graphical assets.
- Take ideas from concept and visual design through graphics, animation, development, and final interactive implementation.

Skills

- Frontend: React, Next.js, Vue.js, Preact, JavaScript, TypeScript, HTML, CSS, SCSS
- State & UI: Zustand, Redux Toolkit, Ant Design, MUI
- Graphics & Motion: SVG, Lottie, Three.js, React Three Fiber, Motion, GSAP
- APIs & Backend: REST APIs, GraphQL, Express
- Tools: Git, GitHub, GitHub Actions, Vercel, Netlify, Jira, npm, VS Code
- Creative: Adobe Illustrator, After Effects, Blender, Cinema 4D

Professional Experience

Velaris | Associate → Senior Frontend Engineer

2022 – Present

- Developed scalable and responsive React interfaces for a UK-based SaaS customer success platform.
- Translated complex Figma designs into production-ready interfaces with high visual fidelity.
- Built and customized reusable components using React, Ant Design, Sass, and modern frontend patterns.
- Collaborated closely with product designers and backend engineers to deliver end-to-end product features.
- Developed a customer-facing chat widget from scratch using Preact, Sass, and Shadow DOM, solving complex style isolation and integration challenges.
- Created custom icon fonts, including [research](#) and development of a duotone icon system.
- Designed and implemented Lottie animations using After Effects to enhance product interactions.

Selected Projects (Velaris)

- **Velaris Webapp** — Built production-ready React interfaces from Figma designs using React, Ant Design, and Sass.
- **Velaris Connect Widget** — Built a customer-facing chat widget from scratch using Preact, Sass, and Shadow DOM.
- **Velaris Connect Portal** — Developed a responsive React portal supporting mobile through large screen layouts.

Technologies: React · Preact · Shadow DOM · Lottie · Redux Toolkit · REST APIs · Git

SyscoLabs | UI Engineer Intern

2021 – 2022

- Converted designs into functional user interfaces across multiple projects using React.
- Developed Lottie animations to enhance product experiences.
- Developed the frontend of Sysco DFP (Driver Feedback Platform) from scratch using React, Ant Design, and SCSS.
- Implemented interactive animations using Lottie.

Personal Projects

Bedqo (bedqo.com)

Co-developed a hotel booking platform focused on short stays and day-use rooms, implementing key reservation features using React, GraphQL, and SCSS

Technologies: React · GraphQL · CSS (SCSS)

NodeSnap (<https://www.figma.com/community/plugin/1573510975723713763/nodesnap>)

Built a Figma plugin that allows designers to preview selected nodes and export them as Data URIs in SVG, PNG, and JPG formats, with configurable image quality and one-click copying.

Technologies: Figma Plugin API · JavaScript · HTML · CSS

Velaris Farewell Banner Generator (<https://velaris-fw-banner-app.vercel.app>)

Automated the employee farewell banner creation workflow with a React-based generator. Used OpenType.js to convert text into SVG paths in real time.

Technologies: React · Ant Design · OpenType.js · CSS (SCSS)

Personal Projects (For Fun & Exploration)

RHODA 3D Configurator

Built a complete 3D bike configurator independently, from 3D modelling in Cinema 4D to web implementation with React Three Fiber. Optimized the 3D model using Draco compression and implemented interactive state management with Zustand.

More: archive.vihanga.dev/work/rhod3d-bike-configurator

Technologies: React · React Three Fiber · Zustand · Cinema 4D · Draco Compression

Programming Memes, Brought to Life (<https://codepen.io/collection/BaJEKK>)

A CodePen collection turning programming memes into working interactive implementations.

Technologies: React

Education

- MSc Computer Science — Wrexham University, UK
Currently studying
 - BSc (Hons) in Information Technology — SLIIT, Sri Lanka
Completed four years of study; degree not awarded
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Awards & Recognition

- **Merit Award** — NBQSA National Best Quality Software Awards
Tertiary Student Projects (Business)
 - **Best Research Paper Award** — 2021
International Conference on Advancements in Computing
 - **Gold & Bronze Awards** — SLIIT Codefest
Capture The Flag competitions
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Professional Referee

Michael Lu

UX Architect, Sysco

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