

PUBUDU JAYAKODY

TECHNICAL DIRECTOR

CONTACT

- +94 77 204 7171
- contact@pubudujayakody.com
- Colombo, Sri Lanka
- pubudujayakody.com

PROFILE

Experienced technical specialist with a strong background in developing interactive real-time systems, advanced visual applications, and the scalable cloud platforms that support them. Along with expertise in efficient pipeline design, workflow automation, and custom tool development to enhance both performance and user experience.

EDUCATION

2026 - PRESENT

MASARYK UNIVERSITY

- Masters in Visual Informatics (Reading)

2017 - 2020

NSBM GREEN UNIVERSITY

- Bachelor of Science in Multimedia

SKILLS

- Project Management
- Real-Time Systems & Low-Latency Application Development
- CI/CD, Pipeline Automation & Workflow Optimization
- Cloud-Native, Scalable Architecture Design
- Scalable Session Management & User State Handling
- Interactive 3D Web Applications (WebGL/WebGPU)
- Distributed Simulation Backends & Real-Time State Synchronization

WORK EXPERIENCE

Dynamic X Plus®

2025 - PRESENT

Infrastructure Architect & Technical Director

- Design and lead cloud-native middleware and GPU orchestration platforms to intelligently manage traffic, enable elastic scaling, and ensure resilient, globally distributed operations.
- Establish engineering standards and optimize CI/CD and rendering pipelines to ensure performance, reliability, and rapid deployment.
- Architect simulation platforms and production infrastructure to deliver high performance, high reliability, and seamless operations.

Novara Studio

2024 - 2026

Real-Time Streaming Infrastructure Architect & Technical Director

- Developing Vulkan optimized configurator systems with Unreal Engine for architectural and maritime applications, while enhancing pipeline efficiency.
- Creating and improving frontend integrations for Unreal engine based configurators to deliver seamless user experiences.
- Designing and implementing middleware for cloud solutions to manage traffic efficiently and support scalable configurator operations.

Consultant

2019 - PRESENT

Technical Director

- Developing and optimizing Unreal Engine based configurators with custom pipelines and performance enhancements.
- Creating responsive frontend integrations for real-time visualization tools and configurators.
- Shader development and optimization.
- Providing end to end support from concept to deployment of real time interactive applications.