

GINURA KARUNARATNE

Product Designer & Engineer | AI/ML & Deep Learning Enthusiast

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SUMMARY

Product Designer and Engineer with a BEng (Hons) Software Engineering (University of Staffordshire) and industry experience shipping product interfaces, progressing from an internship into a full-time design role. AI/ML and Deep Learning enthusiast who applies machine learning to real products — including research on predictive analytics for personal finance applied directly into a shipped mobile application. Combines design craft (Figma, UI/UX, design systems) with technical depth (Python, C#, React, Flutter) and business acumen from ongoing postgraduate study in strategic management and leadership.

SKILLS

- Design & UX:** Figma, UI/UX Design, Wireframing, Prototyping, Design Systems, Interface Design
- Development:** Python, C#, .NET, Java, JavaScript, HTML/CSS, PHP, React, Flutter (Dart), SQL
- AI / Machine Learning:** Machine Learning, Predictive Analytics, AI Agents, Model Training, Deep Learning
- Business & Delivery:** Agile Project Management, Critical Thinking, Analytical Skill, Team Leadership, Time Management

PROFESSIONAL EXPERIENCE

Junior UI/UX Designer Jan 2026 – Present

Full-time, Remote

- Design end-to-end UI/UX for production features, delivering wireframes, interactive prototypes, and reusable design-system components in Figma
- Partner with cross-functional product and engineering teams to translate requirements into shipped, user-tested interfaces
- Maintain and extend a shared component library to ensure design consistency across the product

UI/UX Designer — Internship Jul 2025 – Jan 2026

- Designed interactive UI/UX prototypes and wireframes across concurrent product initiatives, earning conversion to a full-time role at the end of the internship
- Applied usability heuristics and design-systems thinking to improve consistency across design deliverables

PROJECTS

SPENCE – Personal Expense Management App

Flutter, Machine Learning — Mobile budget-management application integrating ML-driven predictive analytics; the applied, shipped outcome of independent research into machine learning for personal finance forecasting.

Autocars – Transport Service UI

Figma (Interactive) — End-to-end interactive UI/UX design for a transport-booking product concept.

E-Video Cloud (EVC)

Figma (Interactive) — Interactive UI design system for a video-streaming platform concept.

Payroll Management System

C#, Desktop Application — Desktop application automating payroll processing and employee record management.

Quiet Attic Films – System & Database

C#, SQL Server (SSMS) — Desktop application with a relational database for production and asset management.

Additional projects: News.lk Homepage Redesign & Modern Minimal ATM (Figma UI/UX), Grocery Store Web App (React, Java), Hachi's Adventures (Unity/C# game), Weather Tracker & Tetris (Python), Photographer Hiring Website (HTML/CSS/JS), Sales Data Analysis System (Python)

RESEARCH

Development of a Mobile-Based Personal Expense Management System Integrating Machine Learning for Predictive Analytics

Main Author — applied directly into the SPENCE mobile application above

Analyzing User Behavior in Online Gaming Using Big Data

Main Author (Co-Author: K.M. Bamunawita) — presented at the 2nd BIIRC (Business & ICT International Research Conference)

Ethical Implications of Using Large Language Models in Creative Content Generation

Main Author

EDUCATION

BEng (Hons) Software Engineering — University of Staffordshire, Ofqual Level 6	2024 – 2025 · 2nd Upper Honours
Postgraduate Diploma, Strategic Management & Leadership — OTHM, UK, Level 7	In Progress
Pearson BTEC HND Software Engineering — Pearson College London, Ofqual Level 5	2022 – 2024 · Distinction
ABE (UK) Diploma in Business Management — Ofqual Level 6	2023 – 2025