Yedida Sai Ram

GAME DEVELOPER | UNREAL ENGINE | C++ | BLUEPRINT

Phone:
+91 6309641235

Email:
sairamyedidaoffl@gmail.com

Address:
kakinada,India

Linkdin:
www.linkedin.com/in/sairamyedida

GitHub:
https://github.com/sairam1606

PROFILE

- Passionate Unreal Engine developer with experience in Blueprints and C++, Seeking an internship to apply my skills in game development, prototyping, and Unreal Engine workflows
- Dedicated to creating engaging gameplay experiences and expanding my expertise in game programming.

SKILLS

- Unreal Engine 5, Blueprints, C++
- Player movement, obstacle interactions, AI behavior
- Git, GitHub
- Game Optimization & Debugging

WORK EXPERIENCE

Drone Rampage (Blueprints) (Unreal Engine 5)

- Designed and developed a drone-based action game using Unreal Engine Blueprints.
- Implemented player movement, shooting mechanics, and enemy interactions.
- Created interactive UI elements and game logic.

Escape Island (C++) (Unreal Engine 5)(PlayStore)

- Developed a C++-based obstacle course game where players navigate through moving obstacles.
- Implemented custom player movement and obstacle behavior using C++.
- Designed multiple levels with increasing difficulty.
- Published on Itch.io and Google Play Store, showcasing full-cycle game development and deployment.

EDUCATION

Ideal Institute of Technology

B.Tech in Computer Science – 2025

CERTIFICATIONS

- Git & Version Control Course
- Unreal Engine 5 Blueprints Course : In Progress
- Unreal Engine 5 C++ Developer : In Progress

ADDITIONAL INFORMATION

- Open to remote internships.
- Actively learnig on Unreal Engine multiplayer projects.
- open to relocate