

Abdullah Ramees

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🔗 portfolio: <https://abdullahramees.github.io/#Gameportfolio> 🌐 [linkedin.com/in/abdullah-ramees](https://www.linkedin.com/in/abdullah-ramees)

♂ Male

PROFESSIONAL SUMMARY

Innovative Gameplay Programmer with over 2 years of experience in game development, specializing in gameplay mechanics, AI systems, and immersive virtual experiences. Proficient in Unreal Engine and Unity, with a strong foundation in programming languages such as C++, C#, and Python. Adept at collaborating with cross-disciplinary teams to deliver high-quality projects that captivate players and enhance user engagement.

TECHNICAL SKILLS

- **Programming:** C++, C#, Python, Java
- **Game Engines:** Unreal Engine (Gameplay Ability System), Unity
- **Game Development:** Mechanics, AI Programming, Multiplayer Networking, 2D/3D Graphics
- **VR/AR:** Immersive Interaction Design, Optimization
- **Tools:** Git, Perforce, JIRA, Debugging, Profiling
- **Design:** Game Math, Player Progression, UI/UX Development

PROFESSIONAL EXPERIENCE

Gameplay Programmer (contract)

Software Districts

04/2024 – present
lahore, Pakistan

- **Chinese RPG Project:** Designed core gameplay mechanics and dynamic environments to build an engaging prototype.
- **Zombie VR Project:** Developed realistic VR zombie interactions with advanced AI, enhancing player immersion.
- **Gravity Gun Shooter:** Innovated physics-based shooter mechanics for a dynamic prototype.
- **Visual E-commerce App:** Created a multi-platform VR and PC application with seamless user experience.
- **Karma & Jonar:** Developed cooperative split-screen systems, intelligent AI, and immersive combat for an animated series-based game.
- **Order of Danann:** Implemented attack systems, enemy AI, and interactive player systems, enhancing gameplay for this Unreal Engine-based project.

Associate Gameplay programmer

G-Devs.com

03/2024 – present
Warsaw, Poland

- Enhanced gameplay mechanics in **Rich Dad Simulator**, including AI systems for garbage trucks and in-game characters.
- Designed interactive in-game systems, such as an in-game website and AI behaviors for narrative depth.
- Engineered strategic systems for **War Miner RTS Game**, including resource management, base construction, real-time combat, and multiplayer functionality.

Gameplay Programmer (volunteer)

Atarious Studio

09/2023 – 03/2024
Colombo, Sri Lanka

- Developed core horror gameplay mechanics, enemy AI, and intricate puzzles for **Janda: The Mansion**, enhancing player immersion.

Gameplay programmer intern

G-Devs.com

09/2022 – 09/2023
Warsaw, Poland

- Implemented AI systems, UI interfaces, and gameplay mechanics for **Rich Dad Simulator** 🎮, creating an engaging and dynamic environment.

EDUCATION

BSc (Hons) in Software Engineering (Second Upper)

University of Kelaniya

- Specialization: Game Development Domain
- Classification: Second Upper Class (GPA: 3.39)

2020 – 2024
Sri Lanka

SELECTED PROJECTS

Order of Danann

- Leveraged Unreal Engine's Gameplay Ability System to design interactive combat mechanics and AI systems.

War Miner RTS Game:

- Built strategic multiplayer systems with resource collection, real-time combat, and base-building mechanics.

Zombie VR Project

- Designed VR-specific interactions with realistic zombie AI for immersive gameplay.

INTERESTS

Gaming | Movies | Anime | traveling

REFERENCES

Available upon request.

DECLARATION

I, Abdullah Ramees , declare that the information provided in this CV is true and accurate to the best of my knowledge. I have included all relevant details about my education, work experience, and skills

Abdullah
2024/11/21