## Profile

To obtain a challenging position as a game developer where I can utilize my creativity, technical skills, and passion for gaming to design, develop and deliver innovative and high-quality games that engage and captivate players.well-versed in game mechanics, design principles, and programming concepts, and capable of producing high-quality games. dedicated to producing high-quality games that meet or exceed the expectations of users.

## Skills

**C++ programming**    ● ● ● ● ○
SFML
SDL
Multithreading
OOP
Memory Management
Iterators
Templates

**Unreal Engine Game Development**    ● ● ● ● ○
AI Programming
Unreal C++
Blueprints

## Education

**BSc (Hons) in Software Engineering**
*University of kelaniya*
Mar 2020 – present | Sri Lanka
GPA : 3.65/4.00

## References

**Dr(Mr.) Nalin Warnajith**,
*Head of the Software Engineering Teaching Unit*,
University of Kelaniya , Sri Lanka
nwarnajith@kln.ac.lk, +94 717570140

**Dr(Mr.). Lankeshwara Munasinghe**,
*Senior Lecturer (Grade II),*,
University of Kelaniya, Sri Lanka
lankesh@kln.ac.lk

# Abdullah Ramees
*Gameplay Programmer*

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📞 +94701171990

📍 Colombo, Sri Lanka

🚩 Srilankan

➤ Portfolio : https://abdullahramees.games/#Gameportfolio

in www.linkedin.com/in/abdullah-ramees

○ https://github.com/AbdullahRamees

## Professional Experience

**Gameplay programmer- Unreal C++ & blueprints**
*G-Devs.com*
Sep 2022 – Sep 2023 | Warsaw, Poland
**Project: Rich Dad Simulator**
  I'm responsible for designing and implementing several key mechanics and AI that enhanced the player's overall experience.These included:

- Developing a player notification system that alerted customers to their purchases and complaints about goods, and saved them into the supermarket inventory.

- Setting up vehicles for the player, including pickup trucks, cargo trucks and cars.

- Implementing an NPC system that included pedestrian and environmental NPCs, with animation state machines for pedestrian NPCs, as well as AI systems for customers, farm animals, and farmers.

- Designing and implementing a player inventory system to manage and organize the player's goods and resources.

- Developing a distributor shop system to allow players to sell and distribute their goods to customers.

- Creating a farm finance system that allowed players to manage their finances and expenses throughout the game.

## 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 Ramees**
10/09/2023