

# ANJIAH CHOWDARY MAMILLAPALLI

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## Professional Summary

I'm a game developer passionate about crafting immersive gaming experiences. With expertise in **Unreal Editor for Fortnite (UEFN)**, **Unreal Engine** and **Unity**, I excel at problem-solving creative problems through gameplay logic, level design, and UI systems. I believe gaming is a powerful medium to inspire, connect, and shape the future and I aim to use it to promote a new vision of creativity, community through my work. I thrive in collaborative environments and constantly look for ways to grow as both a developer and a creative thinker.

## Experience

- UEFN Developer - PropVR

Feb 2025 to Present

  - Developed gameplay systems using Verse programming and UEFN tools to create interactive Fortnite experiences.
  - Integrated UI with device logic to improve player experience and clarity.
  - Contributed to internal prototypes and gameplay feature polish with a focus on performance and optimization.
  - Collaborated across departments to fine-tune gameplay loops based on feedback.
- UEFN Developer - Mayaavi Game Studio

Mar 2024 to Feb 2025

  - Developed over **30+ Fortnite Creative games using Unreal Editor for Fortnite (UEFN)**.
  - Contributed to projects that collectively reached over 5 million minutes of playtime**, by programming complete gameplay systems, mechanics, and UI.
  - Programmed gameplay logic in Verse, designed engaging progression systems, and implemented dynamic interactions.
  - Built and integrated custom UI to guide players and support game feedback loops.
  - Participated in testing and feedback cycles to refine features and improve playability.
- Unity Developer - Mayaavi Game Studio

Feb 2024 to Mar 2024

  - Built a Snake and Ladders prototype in Unity with core mechanics and dynamic player logic.
  - Designed and developed 12 original game levels focused on smooth player progression and layout clarity.
  - Programmed UI systems including level section, pause/resume menus, and win/lose states.
  - Emphasized clean, reusable scripting and a polished user experience.

## Skills

- Gameplay Programming
  - UI/UX Systems Integration
- Level Design & Environment Layout
  - Prototyping & Rapid Iteration

## Programming Languages

- Verse Programming
  - C++
- C#

## Engines & Tools

- Unreal Editor for Fortnite (UEFN)
  - Unity
- Unreal Engine
  - Blender

## Education

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| <b>Bachelor's: Electronics and Communication Engineering</b> | <b>2023</b> |
| Gopalan College of Engineering And Management                |             |
| <b>Intermediate Education</b>                                | <b>2019</b> |
| Sri Chaitanya Boys JR College                                |             |
| <b>Secondary Education</b>                                   | <b>2017</b> |
| Care EM High School  |             |