Anjaiah Chowdary M

Game Developer

I am a passionate game developer and problem solver with proven track record of success. I build and maintain strong relationships with my team members and excel at networking and collaborating with talented and resourceful individuals. I am always seeking opportunities to enhance my skills and knowledge. I am particularly passionate about creating innovative and engaging games.

Phone Number:
+91 6360396339

E-mail Address:
anjaiahmcwork@gmail.com

LinkedIn:
linkedin.com/in/anjaiahmcwork

GitHub:
https://github.com/AnjaiahChowdaryM

Portfolio:
https://github.com/AnjaiahChowdaryM

SKILLS

- Unreal Engine 5 Proficiency
- C++ Game Development in Unreal Engine
- Comprehensive Game Mechanics
- Game Design
- Level Design
- Visual Effects
- Gameplay programming
- Game Performance Optimization
- Melee Weapons Mechanics
- Shooting Mechanics
- Enemy AI Implementation
- C++
- Python
- Java
- C
- Andriod Studio

EDUCATION LEVEL

Bachelor Degrees
- **Gopalan College of Engineering And Management**
August 2019 - June 2023

Intermediate Education
- **Sri Chaitanya Boys JR College**
June 2017 - March 2019

Secondary Education
- **Care EM High School**
March 2017

PROJECTS

- **Ancient_Adventure**
  - **Implemented dynamic melee weapon game in Unreal Engine 5 with designed realistic landscapes for an immersive player experience, developed AI-controlled enemies with adaptive behaviors, integrated strategic pickups for enhanced player interaction, applied Unreal Engine 5 and C++ for captivating visual effects.**

- **Shooter**
  - **Implemented a dynamic shooter game using Unreal Engine 5 with emphasizing realistic shooter mechanics and diverse weaponry, developed a variety of weapons and ammo types, incorporating strategic pickups with interpolating curves for smooth player interactions, developed an innovative reloading system and implemented glow effects using curves for visual enhancement, implemented footstep sounds based on surface type for heightened realism, designed multiple playable characters and diverse enemy AI behaviors through a behavior tree structure, created an engaging level environment using ruins meshes, featuring multiple enemies for a challenging gameplay experience.**

CERTIFICATES

- Unreal Engine 5 C++ The Ultimate Game Developer Course
- Unreal Engine C++ The Ultimate Shooter Course
- Learn C++ for Game Development