

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.



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LinkedIn:
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GitHub:
<https://github.com/AnjaiahChowdaryM>



Portfolio:
<https://anjaiahmcwork.github.io/PortfolioY/>

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
- Shooter 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 realistic landscapes.
 - For Details: <https://anjaiahmcwork.github.io/PortfolioY/details.html?video=bASvioBHons&type=youtube>
- **Shooter**
 - Implemented a dynamic shooter game using Unreal Engine 5 with advanced shooter mechanics.
 - For Details: https://anjaiahmcwork.github.io/PortfolioY/details.html?video=EB_IHFRzQsM&type=youtube

CERTIFICATES

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

INTERESTS

- Playing Chess
- App Developing
- Game Developing
- Coding
- Technophile
- Graphics Designing
- Sketching