

# ANJAI AH CHOWDARY MAMILLAPALLI

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## Professional Summary

I am a passionate game developer and problem solver with a 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.

## Projects

### Ancient Adventure

- Developed a Dynamic Melee Weapon System in Unreal Engine 5 using C++ and Unreal Engine 5 Blueprints.
- Designed Realistic Landscapes in Unreal Engine 5.
- Implemented AI-Controlled Enemies in Unreal Engine 5 using C++ and Unreal Engine 5 Blueprints.
- Integrated Strategic Pickups in Unreal Engine 5 using C++ and Unreal Engine 5 Blueprints.
- Applied Unreal Engine 5 for Captivating Visual Effects.
- Utilized C++ for Core Functionality in Unreal Engine 5.
- Implemented Dynamic Melee Combat System in Unreal Engine 5 using C++ and Unreal Engine 5 Blueprints.
- Enhanced Player-Enemy Interactions in Unreal Engine 5 using C++ and Unreal Engine 5 Blueprints.

### Shooter

- Developed Realistic Shooter Mechanics in Unreal Engine 5 using C++.
- Created Diverse Weaponry and Ammo Types in Unreal Engine 5 using C++.
- Designed Strategic Pickups with Interpolating Curves in Unreal Engine 5.
- Developed an Innovative Reloading System in Unreal Engine 5 using C++.
- Implemented Glow Effects Using Curves for Visual Enhancement in Unreal Engine 5.
- Designed Footstep Sounds Based on Surface Type in Unreal Engine 5.
- Created Multiple Playable Characters in Unreal Engine 5.
- Developed Diverse Enemy AI Behaviors Based on Behavior Tree Structure in Unreal Engine 5.

## Core Qualifications

- |                           |                          |
|---------------------------|--------------------------|
| • C++                     | • Java                   |
| • Unreal Engine 5         | • Game Design            |
| • Blender                 | • Level Design           |
| • Python                  | • Shooter Mechanics      |
| • Enemy AI Implementation | • Melee Weapon Mechanics |

## Education

### Bachelor's: Electronics and Communication Engineering

Gopalan College of Engineering And Management

06/2023

Bangalore, India

### Intermediate Education

Sri Chaitanya Boys JR College

03/2019

Andhra Pradesh, India

### Secondary Education

Care EM High School

03/2017

Andhra Pradesh, India

## Certifications

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

## Interests

- Playing Chess
- Technophile
- Drawing
- App Developing
- Characters Designing
- Environment Designing