PIOUS EDWIN

(+91) 8304092684 \diamond Kerala, India \diamond Portfolio \diamond

PROFILE SUMMARY

Creative Unreal Engine Generalist experienced in gameplay design, virtual production, and cinematic storytelling. Skilled in Unreal Blueprints, Sequencer, lighting, and AI-assisted previsualization.

SKILLS

- Unreal Engine 5: Blueprints, Level Design, Lighting, Sequencer, Niagara, Optimization, Multiplayer.
- Virtual Production: Composure, Camera Tracking, Virtual Camera, Live Link.
- **Programming:** Blueprint-C++ Integration, AI Trees, Delegates, Interfaces, Git, Perforce, Python (Basic).
- Design & Art: Environment Layout, Post-Processing, Lighting & Atmosphere.
- Production: Team Leadership, Mentorship, Pipeline Management, Documentation.
- Tools: UE5, Blender, Photoshop, Premiere, Resolve, Git, Trello, Midjourney, Kling, Sora.

PROFESSIONAL EXPERIENCE

Lead Unreal Engine Developer – Cinematics & Visualization

Jul 2025 - Present

- Malger Entertainments, Kochi
- Kickstarted a dedicated **Previews & Film Ideation Wing** to showcase Unreal's potential in film production.
- Led the creation of the studio's first real-time cinematic preview within **2 weeks**, showcased at **Kerala Startup Mission**.
- Directed the City Night project, handling real-time lighting, sequencing, and cinematic storytelling.
- Mentored junior developers in AI-assisted previsualization and cinematic workflows.

Junior Unreal Engine Developer & Trainer

Apr 2025 – Jul 2025

Malger Entertainments, Kochi

- Initiated and led the AI Video Creation Wing for concept visualization.
- Trained 10+ students as junior Unreal developers under the ASAP Kerala partnership.
- Contributed to gameplay integration and cinematic design workflows.

Associate Director – Web Series Productions

2023 - 2024

Freelance, Kerala

- Directed narrative sequences and maintained consistent cinematic tone across episodes.
- HER STORY Independent Short Film, Kerala Watch Video

PROJECTS

AI Conceptualization & Visualization

YouTube Playlist — AI-assisted storyboarding, previsualization, and cinematic generation experiments.

Unreal Engine 5 Cinematics

- Manjummel Boys Concept & Previews The Mask Falls Cinematic Showreel Virtual Newsroom
- MetaHuman Facial Mocap Bugatti Showcase

MURIM – 2D Platform Runner (2024): GitHub • YouTube • LinkedIn

Shine Up – 2D Puzzle-Platformer (2024): GitHub • YouTube • LinkedIn

Berserk – 3D Hand Combat (Alpha): YouTube

City Night - In-Progress Game (2025): YouTube