

# PIOUS EDWIN

(+91) 8304092684 ◇ Kerala, India

◇ [Portfolio](#) ◇

## 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

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.

### Game Development Using Unreal Engine

Jan 2024 – Mar 2025

*Brototype Bootcamp Program*

- Gained hands-on experience developing **2D platformer and 3D games** using Unreal Engine.
- Enhanced understanding of **game mechanics, level design, and UI** through real-world projects.

### Associate Director – Web Series Productions

2024

*Freelance, Kerala*

- Directed narrative sequences and maintained consistent cinematic tone across episodes.
- **HER STORY** - *Independent Short Film, Kerala* — [Watch Video](#)

## PROJECTS

---

### Unreal Engine 5- Cinematics—Level Design—Virtual Production—Game Programming

- [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](#)

### AI Conceptualization & Visualization

[YouTube Playlist](#) — AI-assisted storyboarding, previsualization, and cinematic generation experiments.