

SIDDHARTHAN R M

SENIOR UNREAL ENGINE DEVELOPER

OBJECTIVE

Creative and results-driven Senior Unreal Engine Developer with a strong background in immersive visual experiences, real-time rendering, and interactive design. Passionate about leveraging advanced 3D techniques and Unreal Engine expertise to lead dynamic projects from concept to completion. Eager to bring a blend of artistic vision and technical skill to a forward-thinking team, driving innovative design solutions that engage and captivate audiences.

EXPERIENCE

FREELANCE – INDIE VIDEO GAME DEVELOPER AND VFX ARTIST

June 2019 – February 2022

- Individually developed applications, 3d designs, animations and much more.
- Strategically handled all projects with proper communication with international clients.
- Managed a small team of designers for a VFX Project.
- Developed a 3d Mobile Game called, “ **Cargo Rush**”.

KATRAPPIN TECHNOLOGIES – 3D DESIGNER

March 2022 - December 2023

- Handled individual Technical Animation projects for **TECH MAHINDRA**.
- Managed and executed 40% of the Animation projects, adapting to new workflows and teammates.
- Rigged XUV 400 for Animation completely from scratch with suspension, speed control, Body sway and much more.
- Created Face blend spaces for 3d character and integrated them in Unity for auto Lip sync.
- Was highly appreciated and received the highest appraisal in the company within a year.
- Worked with a Feature film Project and other technical animation projects.

CONTACT

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[Demo Reel](#)

ABOUT ME

I am a 3D Designer and Lead Unreal Engine Developer with global project experience, specializing in 3D design, animation, game development, and VFX. Passionate about creating visually compelling experiences, I thrive in both collaborative and solo projects.

EDUCATION

ICAT DESIGN AND MEDIA COLLEGE, 2021

B.Sc., Game design and Development

MAHATMA MONTESSORI SCHOOL - CBSE, 2018

HSC

NOTABLE CLIENTS

Tech Mahindra

Hitachi – Japan Division

Indian Railways

MEL SYSTEMS AND SERVICES LTD. – UNREAL ENGINE DEVELOPER

June 2024 – July 2025

- Handled all documentations and communications for the CGI development from Client.
- Developed a Demo version of an Unreal 3d Application for “ **LOCOMOTIVE SIMULATOR** “ project for **Indian Railways**.
- Hardware integrations with the CGI Application was vital to the project.
- Took Initiative by Preparing and explaining presentation regarding the CGI Processes for the Higher Officials.

19TH HOLE STUDIOS. – SENIOR UNREAL ENGINE DEVELOPER

Oct 2025 – Present

- Unreal Developer support on multiple projects including CGI and AI integrations.
- Developed In house **Previz Game like Application** from scratch.
- Made Multiple **VR Demo Applications**.
- Lead a team of artists with a Development project.

SKILLS

TECHNICAL SKILLS

- **3D MODELING AND TEXTURING:**
PROFICIENT IN CREATING HIGH-QUALITY 3D ASSETS AND ENVIRONMENTS.
- **UNREAL ENGINE DEVELOPMENT:** EXPERTISE IN REAL-TIME RENDERING, SCRIPTING, AND ASSET INTEGRATION.
- **ANIMATION AND VFX:** SKILLED IN CHARACTER ANIMATION, PARTICLE EFFECTS, AND VISUAL STORYTELLING.
- **BLUEPRINT SCRIPTING:** PROFICIENT IN UNREAL ENGINE'S BLUEPRINT SYSTEM FOR LOGIC AND INTERACTIVITY.
- **LIGHTING AND SHADING:** KNOWLEDGEABLE IN REALISTIC AND STYLIZED LIGHTING TECHNIQUES FOR IMMERSIVE ENVIRONMENTS.
- **GAME DEVELOPMENT:** END-TO-END EXPERIENCE IN DEVELOPING INTERACTIVE, VISUALLY ENGAGING GAMES.

SOFTWARE PROFICIENCY

- BLENDER
- MAYA
- UNREAL ENGINE
- UNITY
- ADOBE SUITE
- DAVINCI RESOLVE

PROFESSIONAL SKILLS

- **Project Management and Organization:** Skilled in handling multiple projects simultaneously, whether working independently or with clients.
- **Client Communication and Collaboration:** Strong communicator with experience in working with national and international clients.
- **Creative Problem-Solving:** Demonstrates a resourceful and innovative approach to solving challenges in 3D design, game development, and VFX.
- **Adaptability and Versatility:** Flexible and quick to adapt to new tools, workflows, and client requirements.
- **Attention to Detail:** Meticulous in refining every aspect of 3D models, animations, lighting, and effects to ensure a polished, high-quality result.
- **Time Management and Efficiency:** Efficient at managing time to meet tight deadlines without compromising on quality.

