



S. P. RANASINGHE

UNREAL ENGINE GAME DEVELOPER

CONTACT

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EDUCATION

2022 - 2026

SRI LANKA INSTITUTE OF
INFORMATION TECHNOLOGY
(SLIIT), MALABE

- Bachelor of Science (Honours) in Information Technology
- Specialization: Interactive Media

Duration: 4 Years

Current: Year 4 – Semester 2

TECHNICAL SKILLS

- Unreal Engine 5.5
- C++ (Gameplay Programming)
- Blueprints
- Behavior Trees
- NavMesh
- UMG
- Git & GitHub

PROFILE

Final-year undergraduate at the Sri Lanka Institute of Information Technology (SLIIT), specializing in Interactive Media, with hands-on experience in Unreal Engine 5 and C++ gameplay programming. Seeking a internship or junior Unreal Engine role.

PROJECTS

Obstacle Assault

Unreal Engine 5.5

- Obstacle-course game featuring moving and rotating platforms, introducing C++ gameplay basics and environment design.

Dungeon Escape

Unreal Engine 5.5

- First-person puzzle game with pressure plates, inventory system, lighting design, and C++ gameplay logic.

Battle Blaster

Unreal Engine 5.5

- Tank combat game with custom movement, AI turrets, projectile systems, health management, and UI integration.

Shooter Sam

Unreal Engine 5.5

- Third-person shooter emphasizing Behavior Tree-based enemy AI, shooting mechanics, HUD, and combat systems.

Warehouse Wreckage

Unreal Engine 5.53

- Physics-based destruction game with projectile spawning, ammo management, and interactive level design.

CERTIFICATION

Unreal Engine 5 C++ Game Development (Fully Updated in 5.6) – Udemy