



# S. P. RANASINGHE

## UNREAL ENGINE GAME DEVELOPER

### CONTACT



+94-760-840-030



sadeepapiyumal530@gmail.com



15th Mile post, Rajamawatha,  
Buttala, Sri Lanka



linkedin.com/in/sadeepa-piyumal-  
ranasinghe-198728287

### 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