

# Yedida Sai Ram

**GAME DEVELOPER | UNREAL ENGINE | C++ | BLUEPRINT**

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**Portfolio**  
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## PROFILE

Unreal Engine Game Developer with hands-on experience building third-person action prototypes using Blueprints and C++. Proficient in character mechanics, AI behavior, combat systems, and UI elements. Known for fast learning, self-driven development, and a strong passion for creating immersive gameplay. Actively seeking opportunities to grow through internships, freelance, or entry-level roles.

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## SKILLS

- Unreal Engine 5, Blueprints, C++
- Player movement, obstacle interactions
- Git, GitHub
- Game Optimization & Debugging
- Level Design & Navigation (moving platforms, traps, level unlock systems)
- Blender – Basic usage for 3D assets
- Visual Studio
- **Soft Skills** : Team collaboration, problem-solving, time management

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## WORK EXPERIENCE

### **Escape Island (C++) (Unreal Engine 5.5) ([Launched on Itch.io](#))**

- Developed a C++-based obstacle course game where players navigate through moving obstacles.
- Implemented custom player movement and obstacle behavior using C++.
- Designed multiple levels with increasing difficulty.
- Published on Itch.io and ready to launch in Play Store showcasing full-cycle game development and deployment.

### **Drone Rampage (Blueprints) (Unreal Engine 5.5) ([Launched on Itch.io](#))**

- Designed and developed a drone-based action game using Unreal Engine Blueprints.
- Implemented player movement, shooting mechanics and enemy interactions.
- Created interactive UI elements and game logic.

### **Third-Person Action Prototype (Blueprints) (Unreal Engine 5.5)**

- Developed a third-person action game with 8-directional movement
- melee combat, and AI navigation using Blueprints.
- Delivered a polished demo with Mixamo animations and dynamic health system

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## EDUCATION

**B.Tech in Computer Science(AI&ML) – Expected 2025 (completing final requirements)**

Ideal Institute of Technology

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## CERTIFICATIONS

- Git & Version Control Course
  - Unreal Engine 5 Blueprints Course
  - Unreal Engine 5 C++ Developer
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## ADDITIONAL INFORMATION

- Open to remote or relocation-based opportunities
- Eager to contribute through internships or junior roles
- Actively learning and improving Unreal Engine skills (Multiplayer, Advanced C++)
- Working for an indie game Studio(Arcanion) as Game Developer developing Mini games