Yedida Sai Ram

GAME DEVELOPER | UNREAL ENGINE | C++ | BLUEPRINT

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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.

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

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

EDUCATION

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

Ideal Institute of Technology

CERTIFICATIONS

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

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