

Yedida Sai Ram

GAMEPLAY PROGRAMMER | UNREAL ENGINE | C++ | BLUEPRINT

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Portfolio

sairam1606.github.io/Portfolio

PROFILE

Unreal Engine Developer with hands-on experience in gameplay programming, AI behavior, and mobile optimization. Proven ability to ship playable titles and collaborate in studio environments to deliver modular game mechanics. Proficient in Unreal Engine 5.5, Blueprints, and C++.

SKILLS

- **Languages & Engine:** Unreal Engine , Blueprints, C++ (Basic).
- **Tools:** Git, GitHub, Perforce, Visual Studio, Android Studio, Blender (Basic).
- **Core Concepts:** AI Behavior Trees, Gameplay Ability System (GAS), Memory Management, Mobile Optimization.

WORK EXPERIENCE

Game Developer Intern | Arcanion (Indie Studio) | May 2025 – Aug 2025

- Engineered a 3-stage level progression system involving collection mechanics, enemy AI, and combat loops using Unreal Engine 5.4.
- Programmed "Fleeing AI" behavior where collectibles dynamically react to player proximity, enhancing gameplay challenge.
- Integrated a functional 2D UI Dialogue System and Minimap, debugging existing Blueprint logic to ensure seamless menu navigation.
- Implemented weapon tracing, enemy damage states, and ammo management.

PROJECTS

Escape Island (C++) (Unreal Engine 5.5) | (Android Build)

- Developed custom C++ Actor Components for moving platforms to understand engine tick and actor transforms.
- Designed a modular unlock system where collecting objectives triggers level transitions.
- Mobile Optimization: Engineered the game specifically for mobile platforms, optimizing lighting, and textures to ensure 60 FPS on Android devices.
- Deployment Pipeline: Managed the Android SDK/NDK setup to build, sign, and deploy APKs.

Drone Rampage (Blueprints) (Unreal Engine 5.5) (Launched on Itch.io)

- AI Systems: Designed AI Behavior for enemy drones (Detect, Chase, Attack).
- Wave Manager: Programmed a scalable Wave Manager system to spawn enemies with increasing difficulty.

EDUCATION

- B.Tech in Computer Science (AI & ML) | Ideal Institute of Technology

- [Git & Version Control Course](#)

CERTIFICATIONS -

- [Unreal Engine 5 Blueprints Course](#)
- [Unreal Engine 5 C++ Developer](#)