

# Siddhartha Gonnabattula

Unreal Developer



## About me

Experienced Unreal Engine developer with extensive expertise in aspects of game development, from concept to release. Proficient in C++, engine architecture, performance optimization, and team management. Proven ability to manage complex projects and deliver exceptional results.

## Personal

Name : Siddhartha G  
Nationality : Indian  
Ph No : +91 9717372049

## Areas of specialization

Gameplay Programming,  
Technical Animation, GAS,  
AR/VR

## Primary Skills

Unreal Engine 4/5, C++,  
Blueprint Visual Scripting,  
Gameplay Programming,  
Networking, Physics  
Simulation

## Additional Skills

Maya, Gaea, Substance  
Painter, Daz3D, NodeJs, Bash,  
Matlab, Davinci Resolve, Open  
Toonz, latex, Adobe  
Photoshop, Adobe  
Illustrator, Adobe Audition,  
HTML5, CSS,  
React/ReactNative, Oracle  
Apex, MongoDB, Fortran, C#,  
Unity

## Interests

Game Development, Game  
Jams, Modding, Game Design

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## WORK EXPERIENCE

2024–Now	<b>Opezee</b> UNREAL ENGINE DEVELOPER · Bengaluru, India Developed Indigram <a href="#">Wall/Floor/Table</a> , <a href="#">HoloStage</a> , Framogram.	
2023–2024	<b>Ediie</b> UNREAL GAME DEVELOPER · Mohali, India Vulcan's Creed Android/ iOS/PC, Vulcan Runner Android/iOS/PC	
2023–2023	<b>Creative Multimedia College Of Fine Arts</b> UNREAL TRAINER · Hyderabad, India Taught Level Design, C++, Blueprint Scripting as Graduate Course	
2022–2023	<b>Freelancer</b> UNREAL ENGINE/MAYA · Hyderabad, India Modelling, Blueprint Scripting, AR/VR	
2019–2021	<b>DESY</b> APEX ORACLE DEVELOPER · Hamburg, Germany Developed Oracle Apex based Admin tool.	
2016–2018	<b>Indian Institute Of Science Education And Research</b> JUNIOR RESEARCH FELLOW · Kolkata, India Researched Earth Structure Using Inversion by Genetic Algorithm	

## DEGREES

2021	<b>Integrated Climate System Sciences</b> MSc · <a href="#">University Of Hamburg</a>	
2016	<b>Geology</b> MSc · <a href="#">IISER Kolkata</a>	
2013	<b>Geology</b> BSc · <a href="#">IISER Kolkata</a>	


## PROGRAMMING

C++	<div></div>
C#	<div></div>
TypeScript	<div></div>
Python	<div></div>
Javascript	<div></div>
FORTRAN	<div></div>
MatLab	<div></div>

## PROJECTS

Now	<b>Shadow Of Asura</b>	Sid Studios	In Development Co-op RPG.
Now	<b>Windows App Re-director</b>	Sid Studios	In Development UE Plugin
2024	<b>Object Pooling Blueprint</b>	Sid Studios	Published Plugin -
2024	<b>Vulcan's Creed</b>	EDIIE	Published Multiplayer shooter -   PC
2024	<b>Vulcan Runner</b>	EDIIE	Published Infinite Runner -   PC
2024	<b>Knightfall Chronicles</b>	EDIIE	Single-player Demo -
2024	<b>Shadows Of The Forsaken</b>	EDIIE	Multiplayer Demo -
2023	<b>AR Core Demo</b>	EDIIE	AR app Demo -
2023	<b>Shooter Project</b>	Sid Studios	ALS Integration Demo -
2023	<b>Blade Garden</b>	Sid Studios	XR game Demo -
2023	<b>Project Dawn</b>	Sid Studios	Game Systems, GAS Demo -
2023	<b>AI Metahuman</b>	Sid Studios	Metahuman AI Integration Demo -
2023	<b>Suika Game</b>	Sid Studios	Suika Game Clone Demo -
2023	<b>Tiffin Rush</b>	Sid Studios	Metahuman AI Integration Demo -
2023	<b>MetaHumans Thriller</b>	Sid Studios	Metahuman Cutscene Demo -
2022	<b>Need More Speed</b>	Sid Studios	Sim Racing Demo -

 Sid

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## ACADEMIC ACHIEVEMENTS

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**2017** AGU Sanfransisco poster presentation  
**2016** CSIR-NET AIR 36, JRF funding.  
**2009** Inspire Scholarship, IIT Qualified

## LANGUAGES



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<b>Telugu</b>	C2	mother tongue				
<b>English</b>	C2					
<b>Hindi</b>	C2					
<b>German</b>	A2					

## HOBBIES

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- Playing Games.
- Reading Books and Comics
- Participating in Game Jams.
- Playing guitar.
- Writing

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