

# Yedida Sai Ram

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## SKILLS

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**Game Engines** : Unity, Unreal Engine

**Languages** : C#, C++

**Gameplay Systems** : Gameplay Systems : Enemy AI (NavMesh, FSM), Character Controllers, Procedural Spawning

**Architecture** : Singleton, Interfaces, Event Systems, Modular Architecture

**Tools** : VS Code, Git, Unity Input System

## EXPERIENCE

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### Freelance Contract Unity Game Developer

Dec. 2025 – Feb. 2026

*Unity Developer*

Remote, Kakinada

- Designed modular manager architecture using the **Singleton pattern** to handle game state, UI, and gameplay flow across multiple scenes.
- Implemented **dynamic difficulty scaling systems** to improve player retention and smooth gameplay flow.

### Arcanion (Indie Studio)

May 2024 – Aug. 2024

*Unreal Game Programmer Intern*

Remote, Kazakhstan

- Developed a 3-level prototype in Unreal Engine featuring obstacle-based level design and enemy combat systems using **Blueprints and C++**.
- Implemented and refined UI elements and assisted in fixing and integrating the in-game dialogue system.

## PROJECTS

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### FractureRun | *Unity, C# , Mobile* | [GitHub](#)

- Developed an endless runner mobile game with **procedural platform spawning** using object pooling for performance.
- Implemented high-score persistence using PlayerPrefs with a clean save/load system.
- Optimized for mobile performance stability **consistent 60 FPS** on mid-range Android devices.
- Shipped on **Amazon Appstore**, itch.io, and Google Play (closed testing); includes full README with architecture, build steps, and design decisions.

### Virus Escape | *Unity, C# , 3D Top-Down Action, Mobile* | [GitHub](#)

- Built a complete 3D top-down game where players collect cores to unlock portals and progress through levels.
- Engineered **enemy AI** using Unity NavMesh with distinct Patrol, Chase, and Attack states for challenging, believable behavior.
- Implemented **health and stamina systems** using C# interfaces for clean, extensible design.
- Designed **spike trap hazards** using a Finite State Machine (FSM), decoupling trap logic from level geometry.
- Engineered a **Scene Initializer system** that auto-instantiates UI, Game, and Audio Managers at runtime eliminating missing-reference bugs and reducing per-scene setup time.
- Integrated player SFX event system for footsteps, damage, and interaction feedback
- implemented mobile joystick controls using Unity's new Input System.

## EDUCATION

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### Ideal Institute of Technology

June 2022 – May 2025

*Bachelor of Technology in Computer Science*

Kakinada, India

### Aditya Polytechnic College

June 2018 – April 2021

*Diploma in Mechanical Engineering*

Surampalem, Kakinada