SAI SIDHVI GANDIKOTA

Game Designer | UE5 | Systems, Missions & AI | Visual Scripting

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Phone**+44 7939835434** Location**Royal Leamington Spa, UK (Willing to Relocate)**

PROFILE

Game designer with hands-on UE5 implementation experience and an AAA QA background across Atomfall, Sniper Elite Resistance, and Zombie Army VR. I design and build gameplay as data-driven logic–branching quests, combat, behavioural AI, progression, and economy–and script it in-engine with node-based tools like Blueprints, State Trees, and the Gameplay Ability System (C++). I'm happy owning a feature end to end: prototyping, documenting, tuning it through personal testing, and reworking it off playtester feedback.

DESIGN PROJECTS (UNREAL ENGINE 5)

Project Whimsical - Open World Action RPG

sidhvigandikota.com/Whimsical

- Designed, documented, and implemented a systemic branching quest with attribute-gated gameplay events leading to multiple resolution paths and persistent consequence tracking; authored the quest flow, branching logic, and rulesets, then built them in-engine using node-based visual scripting.
- Built and implemented a 5-state enemy AI (Patrol, Halt, Alert, Combat, Investigate) using State Trees and a custom BPC_AIBrain component; tuned detection ranges and alert thresholds to deliver readable, fair difficulty across player skill levels.
- Designed and implemented a combat system derived from a player attribute framework built on the Gameplay Ability System, so stat investment produces predictable, balanced changes to damage, survivability, and encounter pacing–including a tuned boss encounter.
- Authored a reputation-driven dynamic pricing system (0-100 scale mapped to 1.5x-0.5x price multipliers), a self-balancing economy feature that responds to player behaviour and quest outcomes without per-vendor scripting.

Project Pixel - Turn-Based JRPG

sidhvigandikota.com/Pixel

- Designed and implemented quest, NPC systems, and gameplay events in UE5 using Data Tables and Blueprints, keeping content data-driven and designer-editable so new quests can be authored without touching underlying logic.
- Architected a 9-element status effect framework with rock-paper-scissors counter logic using GAS, a shared ruleset that scales across all encounters without bespoke per-fight scripting.
- Designed a points-based enemy AI decision system with elemental counter-logic, and tuned move-selection weighting to balance encounter difficulty and readability.
- Built a formula-driven XP and progression economy (escalating thresholds, dual-track progression) and dynamic stat derivation, keeping balance adjustable from data rather than hard-coded values.

PROFESSIONAL EXPERIENCE

QA Analyst

Rebellion Developments

Feb 2024 - Present Warwick, UK

- Provided structured AI behaviour and encounter design feedback in cross-discipline design and AI review meetings across *Atomfall* and *Sniper Elite Resistance*, identifying discrepancies between intended difficulty, AI, and player-facing outcomes across multiple levels.
- Provided design QA feedback for base game levels and supported post-release content cycles for *Sniper Elite Resistance*, evaluating whether new features and tuning integrated cleanly with existing systems.
- Authored and owned test plans for behavioural AI, game settings, and UI flows across multiple shipped titles, building a holistic understanding of single-player AI architecture, failure modes, and difficulty spikes.
- Tested co-operative multiplayer for *Zombie Army VR*, evaluating AI horde behaviour, spawn balancing, and difficulty scaling on Meta Quest and PSVR 2, feeding structured feedback to the external AI team.

Junior QA Tester

Ubisoft Pune

Nov 2020 - Nov 2021 Pune, India

- Collaborated across multi-studio teams during pre-alpha of *Mario+Rabbids: Sparks of Hope*, a turn-based RPG, contributing to an international co-development pipeline.

- Authored test cases for Sparks and Heroes character systems; delivered structured feedback on ability interactions, mechanics, and systems balance at a critical pre-alpha stage.
- Evaluated enemy AI archetypes across ability interactions and encounter design, delivering targeted behavioural feedback to improve encounter fairness and fun.

TECHNICAL SKILLS

Systems & Combat Design

Systems Design | Mechanic Implementation | Gameplay Balance | Parameter Tuning | Difficulty Balancing | Player Progression | Economy Design | Prototyping

Mission & Quest Design

Quest Design | Mission Design | Branching Narrative | Scripted Events | Encounter Design | Player Flow | Consequence Systems

AI Design

Behavioural AI Design | State Machine Architecture | State Trees | Utility / Points-Based AI

Engine & Scripting

Unreal Engine 5 | Visual Scripting | Blueprints | C++ | Gameplay Ability System (GAS) | Data Tables

Documentation & Collaboration

Design Documentation | Feature Briefs & Rulesets | Player Flow Diagrams | Cross-Discipline Collaboration | Playtesting & Iteration | Agile / Sprint Delivery | Confluence | Jira

EDUCATION

M.A. in Game Design
Kingston University, London
Sept 2022 - Sept 2024

B.Sc. in Animation
Adikavi Nannayya University
July 2017 - March 2020

GAME SHIPPING HISTORY

PS4, PS5, Xbox One, Xbox Series, PC

Sniper Elite Resistance
Atomfall

PS5, Xbox Series, PC

Speedball
Project Archipelago **(Unreleased)**
Untitled Game

VR

Zombie Army VR - Meta Quest 2/3, PSVR 2
Tropico VR - Quest 2 **(Uncredited)**

PC - Pre-Alpha

Mario+Rabbids: Sparks of Hope (Uncredited)

Mobile

Hitman: Bloodmoney - iOS and Android **(Uncredited)**
Sniper Elite 5 - iOS **(Unreleased)**