

# Sai Rishik Konammagari

Game Developer | Game Tester

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## Summary

Self-employed game developer with hands-on experience developing and testing games in Unreal Engine since 2019. Strong attention to detail, solid PC knowledge, and practical experience spotting gameplay issues, usability problems, and inconsistent behavior through repeated testing during development. Clear communicator with experience explaining technical workflows through Unreal Engine tutorial content.

## Experience

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| <p><b>Self-Employed</b>, Game Developer</p> <p>Designed and developed games in Unreal Engine across different genres, with a strong focus on testing, refinement, and gameplay quality.</p> <ul style="list-style-type: none"> <li>Built games in Unreal Engine, including an endless runner called LoopVerse.</li> <li>Tested gameplay systems, controls, mechanics, and user experience by identifying bugs, documenting issues in written reports, and performing repeated tests across builds.</li> <li>Repeatedly checked edge cases and player-facing behavior to improve game feel and stability.</li> <li>Created Unreal Engine tutorial content on YouTube, which improved technical communication and explanation skills.</li> </ul> | <p>Remote</p> <p>Feb 2019 – present</p> <p>7 years 2 months</p> |
| <p><b>GameTester.gg / Lionbridge</b>, Game Tester</p> <p>Tested King of Meat for Amazon Games through the GameTester.gg platform.</p> <ul style="list-style-type: none"> <li>Reported gameplay issues by observing player-facing behavior closely.</li> <li>Focused on identifying bugs, inconsistencies, and usability problems during testing.</li> <li>Gained experience working in a structured external game testing workflow.</li> </ul>   | <p>Remote</p> <p>Aug 2025</p>                                   |
| <p><b>Freelancer</b>, Web Developer</p> <p>Built small web applications and personal projects using front-end technologies.</p> <ul style="list-style-type: none"> <li>Developed projects using HTML, CSS, JavaScript, and Tailwind CSS.</li> <li>Tested features carefully to ensure functionality, accuracy, and usability.</li> <li>Worked independently and completed tasks with consistent attention to detail.</li> </ul>  | <p>Remote</p> <p>Mar 2022 – Nov 2022</p> <p>9 months</p>        |

## Projects

### Unreal Engine YouTube Tutorials

Created Unreal Engine tutorial content on YouTube, reaching 255k+ total views and 1.5k+ subscribers.

- Explained technical workflows in a simple, practical way.
- Built stronger communication skills through teaching and content creation.

## Skills

**Game Testing:** Bug reproduction, gameplay testing, usability testing, issue reporting, regression checking

**Game Development:** Unreal Engine, level design, gameplay systems, mechanics tuning, player experience

**Technical Skills:** PC hardware and software knowledge, Microsoft Office, basic front-end development, web project testing

**Programming:** HTML, CSS, JavaScript, Tailwind CSS

**Strengths:** Attention to detail, written communication, critical thinking, adaptability, independent work

**Gaming Knowledge:** AAA and open-world titles, multiplayer online games, PC gaming, and a broad familiarity with modern game genres and platforms