

Ennis Bramley

Unreal Engine Developer

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 Bremen

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 Portfolio: ennisbramley.de

 github.com/EnnisUK

 German EU Blue Card (Eligible to Work)

Personal Profile

Driven Software Engineer and lifelong FPS enthusiast with a B.Sc. in Technical Game Development and a decade of hands-on Unreal Engine experience. Beyond my professional work developing real-time 3D systems, I am an active indie developer and game jammer constantly prototyping new mechanics. Proficient in bridging complex C++ architecture with Blueprint visual scripting to build optimized, player-centric gameplay. At 26, I combine six years of competitive gaming experience with deep technical expertise to build games and systems that feel fluid.

Work Experience

Software Engineer (Unreal Engine)
Sportradar (Bremen, Germany)

- Leverage Unreal Engine 5, C++, and Blueprints to develop real-time sports broadcast applications, processing 2D tracking data to generate dynamic match visualizations.
- Integrate live sports APIs and 2D computer vision data to render real-time statistics, virtual advertising, and dynamic UI overlays directly into live video feeds.
- Optimize engine logic and rendering pipelines for cloud-based infrastructure to ensure seamless, real-time delivery of 2D sports data visualizations for global media clients.

08/2025 – Present
Bremen, Germany

Game Developer
Working Game Studio

- Programmed core character systems, behavior logic, and environment mechanics for *Sofie: The Echoes* taking ownership of complete gameplay loops.
- Led the PS5 port by integrating the official SDK, syncing closely with the team to ensure optimal haptic feedback and performance alignment.

05/2024 – 11/2024
Remote

Gameplay Programmer
Azalea Interactive

- Developed comprehensive environment mechanics and integrated UI for *Dead Abyss*, successfully shipping the title for free on Steam.

02/2023 – 05/2024
Remote

Qualifications

Technical Game Development B.Sc.
Teesside University
Second Honors

09/2021 – 06/2024
Teesside, UK

Game Design Level 3
Access Creative College

09/2018 – 06/2020
UK

Game Design Level 2
Access Creative College

09/2017 – 06/2018
UK

Skills

UI integration

C++

Source Control Git

Blueprints/Scripting

Unreal Engine

GAS (Gameplay Ability System)

Unreal Networking (co-op)

Third Person Shooters

Languages

English
Fluent

German
A1