

Amir Sohail

Remote Jobs:

Remote Sr. Unreal Developer in Gnxis.
Remote Unity Developer in X1 Race LLP
R & D Intern Computer Vision using Open CV library.

Contact

Phone:
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Skills

Languages:
C++, Unreal Blueprint, Python, C#

Game Engine:
Unreal Engine, Unity Engine.

Development Tools:
Visual Studio, VS-Code, Rider.

PM and Version Tools:
Trello, Jira, Git/GitHub.

DCC Packages:
Blender, Gimp, Krita.

Education

M. Tech. : **Machine Design**- 2019
Bangalore University, INDIA

B.E. : **Mechanical**- 2017
Visvesvaraya Technological University,
India

Projects

“Omega War Zone” using UE4 and C++.

Jan 2022 - Mar 2022

- Implemented the Character Logic and State Machine.
- Intuitive UI Inventory improved user experience.
- AI Behaviour using UE4 BlackBoard and Behaviour Tree and Logic in C++.
- Implemented Weapon System and Curve Driven Item Interpolation.

“Forest Zombie Chase” using Unity and C#.

Sept 2021 - Nov 2021

- FPS Character Movement and Weapon System.
- Zombie AI attack and wondering Behaviour.
- UI programmer for the HUD, Main and pause menus.

“Robo-B2” using UE4 and Blueprints”.

Nov 2020 - Dec 2020

- Player Movement with Animation using BP.
- Player has 3 Special Power Attacks.
- Self-destructive AI with shooting projectile Mechanics
When player collide, this ability is activated.

Profile Links

Portfolio:

<https://acmoidre.github.io/amirsohail.github.io/>

GitHub:

<https://github.com/ACMOIDRE>

LinkedIn:

<https://www.linkedin.com/in/amir-sohail-07bb90153/>

Itch.io: <https://amir0717.itch.io/>