Amir Sohail

Contact

Phone:

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Email: amirsohail0717@gmail.com

Skills

Languages:

Python, C#, 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, Krita.

Education

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

Internship

Freelancer in Mainorex Backend Developer.

R & D Intern Computer Vision using Open CV library.

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/