Amir Sohail

Contact

Phone:
+91-7019727855

Email: amirsohail0717@gmail.com

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

Remote Jobs:

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

Projects

"Gnxis" using UE5 BP and C++.
sept 2022 - Mar 2023

• Player Movement with Animation using BP

• Combat and Hit Reaction System

• Player Weapon System C++ and BP

"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.

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/