

**AMIR SOHAIL**

Contact No.: 7019727855  
Email: [amirsohail0717@gmail.com](mailto:amirsohail0717@gmail.com)

**Professional Summary:**

Course	University/Board	Institute
M.E. Machine Design	Bangalore University	U.V.C.E. of engineering
B.E. Mechanical Engineering	Visvesvaraya Technological University, Belgaum.	Khaja Banda Nawaz College of Engineering
12 <sup>th</sup>	Karnataka PU Board	S.G.V.P. PU college
10 <sup>th</sup>	Karnataka State Board	St. Paul's school

**Skills:-**

**Languages:** Python , C#, C++.

**3D Simulation / Game Engine:** Unreal Engine 4/5 , Unity 3D

**Framework & Libraries:** Django, Open CV, Threejs.

**DBMS:** SQLite, MySQL, MongoDB

**Web Tech:** HTML, CSS, JavaScript, React, Bootstrap.

**Dev Tools:** Visual Studio, PyCharm, Docker, GitHub, Postman.

**Training/Certifications: -**

Certified Advance Python Programmer.

**GitHub: -**

<https://github.com/AmirSohail-1>

Portfolio: <https://amirsohail-1.github.io/Portfolio/>

**Projects :-**

**Project:** 3d Interactive Applications

**Period:** April 2024 - Present

**Company:** Equinox Tech SolutionsU

**Description:**

Movement & AnimationBP System

UI/UX UMG Logic.

**Role:** Sr. Unreal Engine Programmer

**Technologies:** Unreal Engine 5, C++, Visual Studio, Rider.

Remote Unreal Developer [Jan 2022- Mar 2024]

**Project:** Gnxis

**Period:** Sep 2022 - Mar 2023

**Client:** Jose Luis, Xue Games, Remote

**Description:**

Movement & AnimationBP System

Weapon & Combat Logic.

AI System

**Role:** Sr. Unreal Engine Programmer / Consultant

**Technologies:** Unreal Engine 5, C++, Visual Studio

**Portfolio Project:** Unreal Engine 5 ThirdPersonShooter Framework in C++

**Period:** Jan 2022 – Mar 2022

**Description:**

Movement & AnimationsBP System

Weapon & Combat Logic.

AI System

**Role:** Unreal Engine Programmer

**Technologies:** Unreal Engine 5, C++, Blender3D, Visual Studio.

**Project:** Jet-ski Unity3D Mobile App

**Period:** Dec 2021 - Feb 2022

**Client:** X1 Race LLP, Remote

**Description:**

User Interface System

Ocean System

AI Flocks System

Particle System

**Role:** Unity Developer

**Technologies:** Unity Engine, Blender3D, Visual Studio, VS Code.

**Project:** Blogging Website using Django

**Period:** Dec 2019 - Mar 2020

**Client:** Startup Orelia, Bangalore

**Description:**

Login & Logout System

Create, Read & Delete Posts

Pagination and Profile

Email Authentication

**Role:** Intern

**Technologies:** Django, Python, Postman

**Project:** Traffic Vehicle Detection using Open CV

**Period:** Dec 2019 - Mar 2020

**Client:** Startup Orelia, Bangalore

**Description:**

Motion detection in video for Real-time Traffic System.

Training Object Detection using Python & Computer Vision Frameworks

**Role:** Intern

**Technologies:** Open-CV, Python, Open-source Object Detection Libraries.