

Khevendra Paul Singh Chauhan

Unreal Game Developer

Bengaluru, Karnataka | In

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[Portfolio](#)

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Personal Summary:

Highly motivated and passionate Unreal game developer with a strong foundation in game development principles and a focus on leveraging Unreal Engine to create immersive gaming experiences. Equipped with solid knowledge of C++ programming language and proficiency in Blueprint scripting. Possesses a keen eye for detail and a creative mindset to design and implement engaging gameplay mechanics, captivating visuals, and interactive environments.

Software :

- Unreal Engine | Maya | Unity Engine | Substance Painter | ZBrush | GitHub

Skill :

- C++ | C#(Basics) | UE Blueprint's | UE Technical Artist | UE Game Programmer
- Strong understanding of Concepts for design

Projects(College):

- Developed a 3D Endless Runner game prototype using Unreal Engine Blueprints, implementing player controls, character animations, and Power Up.
- Developed a Grapple Mechanism prototype using Unreal Engine Blueprint's.
- Created a Death cam and Invisible Mechanism using Unreal Engine BluePrint's.
- Created a Hyper Casual Game for mobile using Unity Engine C#.
- Created a 3D Realistic Drone Simulator Game (College Final Year Major Project) using Unreal Engine Blueprints, Dynamic Weather control, smooth gameplay.
- Created a Climbing System using Unreal Engine C++, Hopping, Motion Warping for advance character movement, control rig to add root motion.

Udemy Courses:

- Unreal Engine 5 C++ : Climbing System

Work Experience:

- Fresher

Education:

ICAT Design and Media College, Bengaluru, Karnataka

2022 - 2024

- M.Sc. (Game Technology)

Subharti University, Meerut, U.P.

2019 - 2021

- B.Sc.(Maths)

Higher Secondary School

2016 - 2017

- Mathematics, Physics and Chemistry