

# KHEVENDRA PAUL SINGH CHAUHAN

## GAME DEVELOPER

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Hi my Khevendra Paul Singh Chauhan, a game developer and Technical artist with some knowledge of 3D (Maya,ZBrush) from U.P.

I have a strong perseverance for learning new things and I always like to put some extra time in polishing my creation to make sure the creative vision is achieved in the best possible way. I work on Unreal Engine.

I like to play open world games.

## WORK EXPERIENCE

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### GAMES

#### 3D HYPERCASUAL GAME

Unity Engine  
Project (2023)

#### 3D ENDLESS RUNNER

Unreal Engine  
Project (2023)

#### ACTION OPEN WORLD

Unreal Engine  
Project (2023)

### MECHANISM

#### GRAPPLE MECHANISM

Unreal Engine  
Project (2023)

#### DRONE MECHANISM

Unreal Engine  
Project (2023)

#### CLIMBING SYSTEM

Unreal Engine  
Project (2023)

## EDUCATION

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### M.SC - GAME TECHNOLOGY

ICAT Design & Media College (2022-2024)  
Bangalore, Karnataka

### B.SC - MATHS

Subharti University (2019-2021)  
Meerut, U.P.

## SOFTWARE

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- UNREAL ENGINE
- MAYA
- ADOBE PHOTOSHOPE

- UNITY ENGINE
- ZBRUSH

## SKILL

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- C++
- C#
- UE BLUEPRINT'S

- GAME DEVELOPMENT
- UE TECHNICAL ARTIST
- UE GAME DEVELOPER

## LANGUAGE

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- Hindi
- English

(Mother Tongue)  
(Proficient)