

Mihir Kumar

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Projects

Countdown / Unreal Engine 5

Jun - Jul 2025

- Designed and developed a 3D FPS (First Person Shooter) game ([Countdown](#)) in Unreal Engine 5 focusing on immersive gameplay and **cinematic storytelling** where player needs to diffuse the bomb before time runs out.
- Built **enemy AI** with tracking, pathfinding, and damage systems using **Blueprints** to create engaging combat encounters.
- Developed **weapon systems** (shooting, pickups) and **player/enemy health & scoring mechanics** through a centralized **Game Manager**.
- Integrated **cinematic cutscenes** with media playback and UI transitions to enhance storytelling using Unreal Engine's Sequencer.
- Implemented modular **UI and HUD systems** (main menu, health bar, score tracking) for a polished user experience.
- Optimized game performance by managing textures, materials, and **Nanite** settings for cross-device compatibility.
- Deployed the game on platforms such as [GameJolt](#) and getting player feedbacks.

Little Adventurer / Unity 6

Aug - Sep 2025

- Designed and developed a **single-player**, isometric action-adventure game, building a complete gameplay loop from character control to level completion.
- Engineered a custom character controller using C# to manage **player states (idle, moving, attacking, dodging)**, movement with a Character Controller, and custom gravity.
- Implemented a skill-based combo system for melee combat, utilizing the **Animator Controller, animation events, and state machine** logic to create a fluid and responsive feel.
- Integrated a variety of **environmental traps and hazards** (e.g., rapidly opening/closing gates) to create engaging level design challenges.
- Prepared the project for showcase by creating a **polished build**, a professional [itch.io](#) and [GameJolt](#) page, and a gameplay trailer.

Knight Run / Godot 4

Apr 2025

- Designed and developed a **2D platformer** game ([Knight Run](#)) in **Godot 4**.
- Implemented **ray casting** and damage function on enemy ai.
- Designed the map using tile map from various tileset.
- Developed mechanics for coin collection and addition of score in **game manager**.
- Implemented game manager using **GDScript**.

Animations / Blender, Unreal Engine 5

Feb 2025

- Created and designed professional animation trailer using Unreal Engine.
- Developed and designed a cinematic movie clip for Star Wars in Unreal Engine.
- Developed and animated a cinematic [Car animation](#) using Blender 3D.

Jul 2024

Certifications

Unreal Engine 5 Animation

Udemy - <https://www.udemy.com/certificate/UC-026b4cfe-883f-4a29-aa2f-7e2b8dc15b39>

Feb 2025

Ai: Master the basics

Apr 2024

EDX - <https://courses.edx.org/certificates/ab5ee489f2324d8e99fc391d15b769de>

Unity & C#

Aug 2025

CipherSchools - <https://www.cipherschools.com/certificate?id=646e78cbc1db0f70fd11b569>

Technical Skills

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

Technologies/Frameworks: Blender 3D, Unreal Engine, Unity.

Soft Skills: Problem-Solving, Leadership, Adaptability.

Education

Lovely Professional University Punjab

Bachelor of Computer Application — CGPA: 8.00

2023 – Present

Jalandhar, Punjab

The Pentecostal Assembly School

12th with science — 81%

2021 – 2022

Bokaro, Jharkhand

The Pentecostal Assembly School

10th — 80%

2018 – 2019

Bokaro, Jharkhand