

Mihir Kumar

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SKILLS SUMMARY

- **Languages:** C, C++, C# and JavaScript
- **Technologies:** Blender, Unreal Engine, Unity
- **Database:** SQL
- **Soft Skills:** Problem-Solving, Self-Motivation, Adaptability

PROJECTS

- Countdown:**

July 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:**

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 in **Unity**.
 - 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 **cinematic cutscenes** with media playback and UI transitions to enhance storytelling using Unreal Engine's Sequencer.
 - 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 and published source codes on [GitHub](#).
- Knight Run:**

Apr 2025

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

Feb 2025

Jul 2024

May 2023

 - Created and designed professional animation trailer using **Unreal Engine 5**.
 - Developed and designed a cinematic movie clip for Star Wars in **Unreal Engine 5**.
 - Developed and animated a cinematic [Car animation](#) using **Blender**.

ACHIEVEMENTS & ACTIVITIES

- Code-A-Haunt 2.0 Hackathon-:** Participation Certificate

Apr 2025

CERTIFICATIONS

- **Unreal Engine 5 Animation**

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

Feb 2025

- **Ai: Master the Basics**

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

Apr 2025

- **Unity & C#**

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

Aug 2025

EDUCATION

- **Lovely Professional University**

Bachelor of Computer Application; CGPA: 8.00

Punjab, India

Since August 2023

- **The Pentecostal Assembly School**

Intermediate; Percentage: 75%

Bokaro Steel City, Jharkhand

April 2020 - March 2022

- **The Pentecostal Assembly School**

Matriculation; Percentage: 75%

Bokaro Steel City, Jharkhand

April 2019 - March 2020