

SUMIT KUMAR DHAKAL

Aspiring game developer with a strong passion for Game Development and Game Design. Skilled in Unreal(C++ & Blueprints) and Unity (C#), with a keen interest in creating immersive gameplay experiences across both 2D and 3D platforms. Eager to apply problem-solving skills, learn from industry professionals, and contribute to the development of engaging and innovative games.

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🌐 [Sumit Dhakal](#)

in [Sumit Dhakal](#)

Kathmandu, Nepal

EDUCATION

- **Bachelor Of Science – CSIT**

Tribhuvan University
03/2020-present

- **+2 Science**

Nepal Examination Board
05/2017-12/2019

PERSONAL PROJECTS

- **Parkour (Side-Scroller Game) – Windows & Android**

- Developed a 2.5D side-scrolling parkour game in Unreal Engine for PC and mobile.
- Implemented smooth movement, wall jumping, and interactive obstacles.
- Optimized controls for keyboard, gamepad, and touch input.

- **Monster Shooter (FPS Game) – C++ & Blueprints**

- Designed and built an FPS game with shooting mechanics, enemy AI, and health systems.
- Developed a custom A* pathfinding system for smooth enemy navigation and obstacle avoidance.
- Ensured efficient AI patrol behavior while maintaining performance.

- **KnightJump (2D Platformer Game) – Unity Engine**

- Created a Mario-inspired 2D platformer with a coin collection, enemy interactions, and dynamic levels.
- Designed challenging levels with moving platforms and collision-based mechanics.
- Optimized for seamless gameplay with atmospheric sound and animations.

TECHNICAL STACK

- **Unreal Engine Development**

Unreal Engine 5 (Blueprints & C++), Gameplay Mechanics & AI Development, Online Multiplayer & Networking (Replication, Unreal OSS), UI/UX Development (UMG, Slate) & Optimization (Level Streaming, LOD, Performance Profiling)

- **Unity Engine (C#) 2D/3D Game Development**

Mechanics, Physics, AI Systems, Cross-Platform Optimization, Mobile and PC Game Development

- **Mathematics for Game Development**

Pathfinding (A* Algorithm, Grid-Based AI Navigation), Probability & Randomization in Game Mechanics

- **Programming Languages**

C, C++, C#, JavaScript, and Java.

- **Database Integration**

MySQL Database for Game Data & Player Stats

SOFT SKILLS

Fast Learner, Leadership, Problem Solving, Time Management, Communication, Adaptability, Teamwork

INTERESTS

Game Development, Game Design, Gameplay Mechanics, Narrative Design

LANGUAGES KNOWN

English, Nepali, Hindi