SUMIT KUMAR DHAKAL

Aspiring game developer with a strong passion for Unreal Engine and game design. Skilled in C++ and Blueprints, with a keen interest in creating immersive gameplay experiences. Eager to apply problem-solving skills and learn from industry professionals.

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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.
- **BraveJump (2D Platformer Game) – Unreal Engine & Blueprints**
  •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 cross-platform support with smooth touch-based controls.

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)
- **Mathematics for Game Development**
  Pathfinding (A* Algorithm, Grid-Based AI Navigation), Probability & Randomization in Game Mechanics
- **Web Development**
  HTML, CSS, and PHP
- **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