TANMAY SAMAL

CONTACT

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🌐 Tanmay Samal Portfolio

GitHub

LinkedIn

SKILLS

- Unreal Engine 5.4.4 (Game Development)
- Blueprints (Gameplay Scripting)
- C++ (Programming Language)
- IDE (Visual Studio, Rider)
- Git & Version Control

EDUCATION

- GAME INSTITUTE INDIA , MUMBAI
- UNREAL ENGINE GAME DEVELOPMENT
- 2024(Oct) - Present

- IMED, PUNE
- MCA
- 2021-2023

- TRIDENT ACADEMY OF CREATIVE TECHNOLOGY
- BCA
- 2018-2021

- MADNAWATI PUBLIC SCHOOL
- 12TH
- 2017-2018

- MADNAWATI PUBLIC SCHOOL
- 10TH
- 2016-2017

ABOUT

I am a passionate game developer who enjoys building gameplay systems, characters, and fun mechanics in Unreal Engine. I work with C++ and Blueprints to create games and learn new features every day. I love problem-solving, creating interactive experiences, and turning ideas into games.

PROJECTS

VAULTRUNNER – 2.5D SIDE-SCROLLER GAME

Technologies Used : Unreal Engine, C++, Visual Studio, GitHub.

Vaultrunner is a fast-paced 2.5D side-scroller with smooth player controls including double jump, crouch, vault, and jetpack movement. It features AI drones, interactive obstacles, and a speedrun system displaying current, best, and previous run times at the finish line.

- YouTube Video link - Vaultrunner Gameplay link
- GitHub Repository - Vaultrunner Github Link

CYBER-RUNNER – 3D ENDLESS RUNNER GAME

Technologies Used : Unreal Engine, Blueprints, Visual Studio, GitHub

Built a space-themed endless runner in Unreal Engine Blueprints where the player collects oxygen tanks to survive, avoids rotating meteor obstacles by sliding and jumping, and uses abilities like invisibility, shield, and a spaceship that shoots obstacles.

- YouTube Video link - Cyber-Runner Gameplay link
- GitHub Repository - Cyber-Runner GitHub Link

SCORPION-RUSH – 3D ENDLESS RUNNER GAME

Technologies Used : , Unreal Engine, C++, Visual Studio, GitHub.

Built a fast-paced endless runner inspired by Scorpion character from mortal combat, featuring double jump, roll, and spin attack to destroy obstacles. Implemented score system that saves best score and displays current and previous scores after death.

- YouTube Video link - Scorpion-Rush Gameplay link
- GitHub Repository - Scorpion-Rush GitHub Link

ALIEN APOCALYPSE – THIRD PERSON SHOOTER GAME (PROTOTYPE)

Technologies Used : Unreal Engine, Blueprints, Visual Studio, GitHub.

A sci-fi third-person shooter where aliens have invaded earth. The player controls a futuristic soldier fighting waves of hostile alien enemies. Features combat movement, shooting system, and enemy AI for an intense survival experience.

- YouTube Video link - Coming Soon
- GitHub Repository - Alien Apocalypse GitHub Link

WORK EXPERIENCE

MDI Networx, Pune - Software Engineer - Dec 2022 – March 2024

- Built and maintained RESTful APIs using ASP.NET Web API for the Fulfillment project used by the Android app.
- Developed secure user onboarding with email OTP verification, security questions, and login system to protect medical documents.
- Added token-based security and thorough validation checks for all APIs to ensure data accuracy and safety.
- Logged API errors systematically to improve reliability, reduce bugs, and enhance performance.
- Created API to capture device information to help troubleshoot version-related issues.
- Used Postman and Swagger for API testing and documentation.
- Worked closely with Android developers, QA team, and project managers for integration and testing.
- Optimized APIs regularly for better performance, security, and scalability.

- Built a feature using JavaScript + Fabric.js to overlap images and allow users to download the final output.

Enexion Energy Private Limited , Pune - Software Engineer -June 2024 – September 2024

- Created the Android UI layout for the company's dashboard to show EU energy price data.