

PRASHANT KUMAR

GAME PROGRAMMER

CONTACT

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 **Currently in Hyderabad, and open for relocation as per job requirements**

 [Portfolio](#)

 [LinkedIn](#)

EXPERTISE SKILLS

- Unreal Engine 5
- Unity (basic)
- Blender
- Blueprints (Unreal)
- C++
- Git
- Adobe Photoshop, and Premiere pro

LANGUAGE

English

Hindi

Telugu

PROFESSIONAL PROFILE

I am a tech enthusiast passionate about gaming and interactive technologies. I specialize in writing modular, optimized programs for games and applications. Skilled in Unreal Engine 5 for game development and Blender for 3D modeling, I also bring strong knowledge of Python, Git, and software development practices. My goal is to create immersive, efficient, and visually compelling digital experiences.

EDUCATION

B.Tech in Computer Science (Specialization in AI & ML)

MY PROJECTS

Sudden– Unreal Engine 5

Created a first-person horror game with modular levels, AI-driven enemies, and immersive lighting and cinematic effects.

Tools: Unreal Engine 5, Blender

HostageX– Unreal Engine 5

FPS game where players rescue a hostage by exploring a terrorist-occupied house, defeating AI enemies, and finding a randomly spawned key. Fast-paced, replayable gameplay with dynamic AI and environmental exploration.

Tools: Unreal Engine 5, Blueprints