SOHAIL SHAIKH

UNREAL GAME DEVELOPER

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EDUCATION

UNREAL ENGINE PRO

Game Institute India, Ghatkopar   **On Going Course**
- Unreal Engine, Visual Scripting, Blue Print, etc.

BACHELOR OF SCIENCE IN COMPUTER SCIENCE

Ramnarain Ruia Autonomous College, Matunga   **Aug 2021 - April 2024**
- Programming, IOT, Cloud Computing, Computer Hardware, etc.   **CGPA: 8.91**

HIGHER SECONDARY CERTIFICATE XII

Bhavans Autonomous College, Andheri   **July 2019 - June 2021**
- In Electronics and PCM.   **Percentage : 88.4**

EXPERIENCE   **Feb 2025 - May 2025**

Unreal Developer Intern in Asqure.in (Remote)

Developed a multiplayer game set in Mumbai, handling level design, gameplay logic, and LAN multiplayer with session management and replication. Coded a fully functional character with complete animations. Integrated Unreal Engine with a database for login and data handling, and implemented car mechanics, shooting systems, and inventory item pickups. This helped strengthen my skills in multiplayer systems, animation integration, and gameplay development.

POSITION OF RESPONSIBILITY & CERTIFICATES

1. **Head** of Virtual Treasure Hunt Event for our department's TechStorm event.
2. **Team Leader** and **Volunteer** for the Crisis Management team at Ruia College.
3. **Led** multiple academic group projects across multiple semesters.
4. Awarded **Best in Academics** Certificate in SSC.
5. Attended **Cyber Red Team Boot Camp**.
6. Ongoing **Unreal Engine Game Development** course.

SKILLS AND INTERESTS

1. **Web Development:** HTML, CSS, JQuery, Ajax, JavaScript, PHP, Java, Python, C, C#, ASP.NET, SQL, NoSQL.
2. **Game Engine :** Unity, Unreal-Engine.
3. **Database:** MySQL, MongoDB, PhpMyAdmin, SQLServerManager, Fire-Base, SQL-Lite.
4. **App Development:** Android Studio, Java, React Native.
5. **Operating System Worked with:** Windows, Ubuntu, Kali.
6. **Designing :** Figma, Canva.
7. **Cloud Computing, Virtualization, Cyber Security, IOT, Ethical Hacking , Computer Hardware.**
8. **Extra Skills:** Communication Skills, Management Skills, Problem-Solving Skills, Leadership Skills, etc.
9. **Editing: Lightroom, Picsart, MS Office, Photoshop, Vn.**

GAMING PROJECTS

1. Wildwood Adventure(Unreal Engine 5.4)

My first unreal game 2d platformer game where you have 2 modes one endless and one normal challenging mode with 3 levels in it. You do have controller support with haptic feedback and tutorial level to understand the controls.

2. Flappy_Bird (Unity)

A Unity-based game where players navigate a bird through obstacles, featuring smooth controls and engaging gameplay.

3. Zombie Apocalypse: The EndlessRunner(Unreal Engine 5.4)

My First 3D 'Zombie Apocalypse,' a endless runner game in UE5 with diverse environments, power-ups, and customizable characters. Implemented mechanics like zombie attacks, coin collection, health regeneration, and a high-score system.

4. Runner of GOD: Endless Runner Game (Unreal Engine 5.4)

Developed an Unreal Engine-based 3D endless runner game using C++ and Blueprints. The game features Kratos chasing Hades, with unique axes and power-ups enhancing gameplay. Designed immersive environments and dynamic mechanics inspired by the God of War series. The game is near completion and will be published soon.