

SOHAIL SHAIKH

UNREAL GAME DEVELOPER

📍 Mumbai 📞 9022681364 ✉️ sssohail2902@gmail.com
🌐 [Linkedin.com/in/sohailshaikh29](https://www.linkedin.com/in/sohailshaikh29) 🐙 github.com/sohail290204
🖥️ <https://sohail290204.github.io/Potfolio/>

EDUCATION

UNREAL ENGINE PRO

Game Institute India, Ghatkopar

- Unreal Engine, Visual Scripting, Blue Print, etc.

June 2024 to June 2025

BACHELOR OF SCIENCE IN COMPUTER SCIENCE

Ramnarain Ruia Autonomous College, Matunga

- Programming, IOT, Cloud Computing, Computer Hardware, etc.

Aug 2021 - April 2024

CGPA: 8.91

HIGHER SECONDARY CERTIFICATE XII

Bhavans Autonomous College, Andheri

- In Electronics and PCM.

July 2019 - June 2021

Percentage : 88.4

EXPERIENCE

Unreal Developer Intern at Asqure.in (Remote) 3 Months

Feb 2025 - May 2025

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.

Game Institute – Unreal Development Internship (Onsite) 1 Month

25 June 2025 - 31 July 2025

During this internship, I collaborated with experienced developers on both internal and client projects, contributing to gameplay systems, bug fixes, and documentation. I learned how to work effectively in a team, coordinate with designers and 3D artists, and manage tasks using GitHub. This experience gave me valuable insights into professional workflows, team dynamics, and real-world development practices.

Unreal Game Developer At IDZ Digital (Remote) 3 months

4 July 2025 - 4 December 2025

As an intern, I developed a VR shooter prototype in Unreal Engine, implementing core gunplay mechanics like firing, reloading, and hand-based magazine interactions. This prototype was successful and advanced into full development. Currently, I am building a PC atmospheric game (inspired by Iron Lung) focused on ship control and task systems, which is designed for future VR conversion. Throughout these projects, I have consistently improved my coding practices, focusing on writing clean, optimized, and maintainable code.

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. **Designing :** Figma, Canva.
4. **Database:** MySQL, MongoDB, PhpMyAdmin, SQLServerManager, Fire-Base, SQL-Lite.
5. **App Development:** Android Studio, Java, React Native.
6. **Operating System Worked with:** Windows, Ubuntu, Kali.
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)

Wildwood Adventure is a 2D platformer with two modes: Normal and Endless Runner. In Normal Mode, players progress through levels, face unique enemies, and battle a boss with strategic mechanics like Rage Mode and wolf transformation. The game features power-ups, vending machines, and controller support with haptic feedback, offering an engaging and replayable experience.

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.

5. [Mad Wheels \(Android - Unreal Engine 5.5\)](#)

Mad Wheels is a casual driving game set in a city full of reckless, wild drivers. Your goal? Drive safely and smartly through the chaos without crashing. With 5 exciting modes like Endless, Speed Run, Brake Fail, Parking, and Low Fuel, the game keeps you challenged and entertained. Choose from 4 different vehicles

6. [Zero Hour - Tactical FPS \(Unreal Engine 5.5\)](#)

Zero Hour is a tactical first-person shooter where you play as an elite operative infiltrating a terrorist-controlled building to rescue hostages and escape before a bomb detonates. The mission begins with stealth-based gameplay, requiring you to eliminate enemies quietly and avoid detection. Once the hostage room is breached, the game shifts into rage mode and you have to rescue hostage safely

7. [Boundary Bashers \(Unreal Engine 5.5\)](#)

Boundary Bashers is a skill-based mobile cricket game developed in Unreal Engine 5 where players control a batsman by adjusting their position using a slider at the bottom of the screen and then swiping in one of three directions—straight, left, or right—to hit the ball. Unlike tap-to-hit cricket games, Boundary Bashers emphasizes precision and timing, as the player must be properly aligned and react quickly to hit boundaries. With its unique control scheme and dynamic swipe mechanics, the game offers an engaging and challenging experience for cricket fans who enjoy more interactive and reflex-driven gameplay.