

# 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.

✉ [sumitkumardhakal1@gmail.com](mailto:sumitkumardhakal1@gmail.com)

☎ 9843724325

🐙 [Sumit Dhakal](#)

in [Sumit Dhakal](#)

Kathmandu, Nepal

## 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-scroller parkour game for both Windows and Android using Unreal Engine.
- Implemented smooth movement mechanics, wall jumping, and obstacle interactions.
- Optimized controls for touch input on mobile and keyboard/gamepad on PC.

### ● Monster Shooter (FPS Game) – C++ & Blueprints

- Designed and developed an FPS game using C++ and Blueprints in Unreal Engine.
- Implemented core mechanics like shooting, enemy AI, health systems, and animations.
- Developed a *custom A\* pathfinding system* for enemy AI Using Grid System Unreal Engine.
- Ensured smooth enemy movement, patrol behaviors, and obstacle avoidance while maintaining performance.

## 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