

AMIR SOHAIL

Sr. Unreal Engine Gameplay Programmer | C++ | GAS | Multiplayer

+91 7019-727855 ✉ amirsohail0717@gmail.com [GitHub](#) [Portfolio](#)

PROFESSIONAL SUMMARY

Unreal Engine 5 Gameplay Programmer with 3+ years of experience building multiplayer combat systems, Gameplay Ability System (GAS) architectures, AI Behavior Trees, and animation-driven character frameworks using C++ and Blueprints. Strong command of UE5 gameplay framework, network replication, RPCs, modular gameplay architecture, and cloud-backend integration. Proven track record delivering high-performance game, industrial digital twins, and dedicated-server multiplayer projects across studios and freelance engagements.

CORE TECHNICAL SKILLS

Engines & 3D

Unreal Engine 4/5, Unity 3D, Blender 3D

Languages

C++ (primary), Python, C#

UE5 Gameplay Systems

Unreal Gameframework, Replication System, Network Optimization

GAS

Gameplay Ability System — ASC, Abilities, Attributes, Effects, Tags

Animation

Animation Blueprints, Blendspaces, State Machines, Montages

AI Development

Behavior Trees, EQS, AI Perception.

Cloud & Backend

AWS, GameLift, Dedicated Servers.

Tools & DevOps

Visual Studio, Rider, Git/GitHub, Diversion, Docker, Postman.

Databases

SQLite, MySQL, MongoDB

PROFESSIONAL EXPERIENCE

Unreal Engine Developer — AV Gaming Studio Pvt Ltd

Aug 2025 – Present

- Developing competitive Mobile multiplayer Game using Gameplay Ability System (GAS) with full replication support across all gameplay mechanics.
- Architected core C++ gameplay components for character movement, combat mechanics, and networked player interactions.
- Built sophisticated AI behavior systems with Behavior Trees and integrated animation-driven combat logic.
- Optimized network performance through efficient RPC usage, state synchronization.
- Integrated cloud backend services with AWS for persistent data management and user authentication.
- Optimization Mobile Performance across gameplay, Networking, Scene. Technical Document team guidelines.

Sr. Unreal Engine Programmer — Trinity Mobility — Digital Twin Project

Apr 2025 – Jul 2025

- Developed real-time interaction systems for industrial digital twin applications in UE5.
- Created complex UMG UI/UX logic for data visualization and user control interfaces.
- Optimized rendering performance for CAD-heavy environments with large-scale asset management.
- Implemented Blueprint and C++ systems for interactive simulation controls.

Freelance Unreal Engine Developer — Independent Contractor

Feb 2025 – Mar 2025

- Consulted on multiple gameplay programming projects for indie studios.
- Developed custom Blueprint node libraries and reusable C++ gameplay utility components.
- Provided technical expertise on multiplayer architecture and network optimization strategies.

Unreal Engine Programmer — Ares Studio

Dec 2024 – Jan 2025

- Implemented gameplay mechanics using C++ and Blueprint for an action-adventure.
- Designed and developed character movement systems with advanced animation integration.

- Created modular combat framework with support for multiple weapon types and attack combos.

Sr. Unreal Engine Programmer — Equinox Tech Solutions

Apr 2024 – Aug 2024

- Developed enterprise-grade interactive 3D training and simulation applications in UE5.
- Built movement and animation systems using C++ for realistic character interactions.
- Designed intuitive UMG UI/UX interfaces for non-technical end users.

Freelance Unreal Engine Developer — Independent Contractor

Sep 2023 – Mar 2024

- Delivered custom Unreal Engine and Unity projects for international clients.
- Specialized in rapid prototyping and proof-of-concept development.
- Built web-based 3D visualization tools using Three.js and React.

Sr. Unreal Engine Programmer — Xue Games (Remote)

Sep 2022 – Mar 2023

- Architected movement and animation Blueprint systems for a third-person action game prototype.
- Implemented weapon and combat logic with support for multiple attack types and combo chains.
- Developed AI systems with Behavior Trees and EQS for dynamic enemy encounters.
- Provided technical consultation on gameplay architecture and performance optimization.

Freelance Game Developer — Independent Contractor

Mar 2022 – Aug 2022

- Built UE5 Third-Person Shooter Framework in C++ with reusable modular gameplay architecture.
- Integrated cloud backend services with dedicated server hosting for multiplayer games.
- Implemented secure user authentication pools and persistent session management.

Unity Developer — X1 Race LLP

Dec 2021 – Feb 2022

- Designed and implemented mobile-optimized UI with touch controls.
- Developed realistic ocean water system with wave physics and buoyancy simulation.
- Created AI flocks system for dynamic NPC racing behaviors; optimized particle systems for mobile.

Software Development Intern — Startup Orelia

Dec 2019 – Mar 2020

- Built full-stack blogging website using Django with user authentication and pagination.
- Developed traffic vehicle detection system using OpenCV and trained object detection models.

KEY PROJECT HIGHLIGHTS

Third-Person Shooter Framework (UE5 C++) — *Jan 2022 – Mar 2022*

- Full weapon system with projectile physics & replicated mechanics across all clients.
- AI with Behavior Trees, EQS, and AI Perception for intelligent enemy encounters.
- Modular animation graph with blendspaces, state machines, and montages.
- Multiplayer support with client-side prediction & server reconciliation.
- Cloud backend with AWS GameLift for dedicated server hosting.
- Secure user authentication & persistent cloud storage.

EDUCATION

M.E. Machine Design — UVCE, Bangalore University

B.E. Mechanical Engineering — VTU Belgaum, KBN College

CERTIFICATIONS

Certified Advanced Python Programmer