

Harsh Naidu

Game Developer

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SUMMARY

As a highly motivated and experienced candidate, I have a bachelor's degree in mass communication and have completed two certifications in game development and one certificate in full-stack development. I am currently pursuing a Master of Science in Computer Game Engineering at Newcastle University to further improve my video game programming knowledge. I am more passionate about physics-driven gameplay programming and would like to work as a gameplay programmer.

Education

- **Bachelor of Arts in Mass Communication** - Rashtrasant Tukadoji Maharaj Nagpur University
 - 2020-23
- **PG Diploma in Mass Communication** - Indira Gandhi National Open University
 - 2023-24
- **Master of Science in Computer Game Engineering** - Newcastle University
 - 2024-25

CERTIFICATIONS

- **Data Structures and Design Patterns for Game Developers** | University of Colorado System | February 2023
- **Game Design and Development 1: 2D Shooter** | Michigan State University | March 2023
- **Full Stack Developer** | UpGrad | 9 April 2023
- **Introduction to Video Games Creation** | Xamk - South-Eastern Finland University of Applied Sciences | January 2023

KEY DEVELOPMENT PROJECTS

- **Domain: Big Deadline, Small Feline | MSc Computer Game Engineering | Dec '24**
 - Implemented Physics Engine, AI and Networking System
 - Concepts Implemented: Raycasting, Linear Motion, Angular Motion, Collision Detection, Collision Response, Constraints and Solvers, Spatial Acceleration Structures, State Machines, Simple Pathfinding, Behaviour Trees, Pushdown Automata, Networking Protocols, Structuring Data
- **Domain: Advanced Graphics in OpenGL | MSc Computer Game Engineering | Nov '24**
 - Rendered Graphics on the screen in OpenGL by utilizing the advanced graphics rendering concepts
 - Concepts Implemented: Matrices, Texture Mapping, Scene Graphs, Scene Management, Index Buffers, Skeletal Animation, Post Processing, Real Time Lightning, Cube Mapping, Shadow Mapping, Deferred Rendering
- **Domain: Conway's Game of Life | MSc Computer Game Engineering | Oct '23**
 - Created Conway's Game of Life in C++ to demonstrate understanding of advanced C++ concepts
 - Concepts Implemented: Pointers and References, Heap Memory, Scope and Extent, Data Structures, Classes and Objects, Object-Oriented Programming, Templates, Threads, Destructor
- **Domain: Gameplay Mod Citizens of Rome - Dynasty Ascendant | Software: Unity 2D | Dec '22**
 - Created a mod using Vui.js DAAPI (short for Dynasty Ascendant API) provided by the company
 - Concepts Implemented: Character State Management, Dynamic UI, Event-driven Programming, Fetch and Modify game data, Data Validation and Error Handling, Implementing tooltips and UI elements dynamically, Handling user choices and consequences in a branching narrative, Conditional Logic for game events and actions

- **Domain: Mobile Game (Snake Game) | Software: Unity 2D | Dec '22**
 - Typical Snake Game for Android Platform made in Unity 2D
 - Concepts Implemented: Singleton Pattern, Event Handling (C# Events), Touch Input/Swipe Detection, Game State Management, Movement and Collision Handling, List Management, Dynamic Object Movement, Audio Management, Sprite Manipulation, Memory Management, Dynamic UI for Mobile Screens
- **Domain: Windows Game (Card Combat Game) | Software: Unity 2D | Nov '22**
 - Typical Card Combat Game for Windows Platform made in Unity 2D
 - Concepts Implemented: Coroutine-based Game Flow Management, Object-Oriented Design with Classes, Drag-and-Drop System (UI & Input Handling), Card Interaction and Mechanics, Audio-Visual Effects System, Centralized Management, AI and Animation Control Via Code, Turn-Based Gameplay Logic, Health and Damage Handling

PROFESSIONAL EXPERIENCE

Unity Game Developer

DigiNhance Private Limited [Nov '23 - May '24]

Nagpur, IN

- Prepared Game Design Document for a third person shooter game.
- Added Character Animation for the game.
- Developed third person controller using Unity's Input System and Cinemachine.
- Created 3D models (paintball bullets) using Blender and 2D sprites (decals) using Krita.
- Created bullet Spawning and decal system.
- Added a multiplayer networking system for the game.

Game Developer

Sathvik Software Solutions [Jan '23 - Feb '23]

Nagpur, IN

- Written story for a mod in the game
- Provided feedback through game play-testing.
- Developed a mod by leveraging the API with the aid of Vue.js Framework.
- Designed 2 assets for the game using Adobe Illustrator

KEY SKILLS

• Unity • Unreal Engine • C++ • C# • Ren'Py • Visual Studio • Git • Nvidia Nsight Graphics • OpenGL