

Harsh Gautam

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<https://harsh-portfolio-741.netlify.app/>

Summary

I'm a creative game developer and designer who blends technology with imagination.

With a foundation in web and game development, I focus on designing interactive experiences that evoke emotion, curiosity, and play. I believe in crafting worlds that feel alive — where code, art, and story come together to create something meaningful.

I'm not just a developer; I'm a creator of experiences — exploring the space between logic and creativity.

Education

- B-Tech in Information Technology | JECRC Foundation 2022-2026
GPA 7.22
Core Subject: DBMS, Computer Networks(CN), Operating System(OS).

Skills

Game Development & Design

- Engines:** Unity (C#), Unreal Engine (Blueprints)
- Design Focus:** Gameplay Mechanics, Level Design, Game Feel, Player Experience (PX)
- Prototyping:** Rapid ideation and concept testing with Unity

Programming & Technical

- Languages:** C#, C++, JavaScript, Python (basic), HTML5, CSS3, SQL
- Core Concepts:** OOP, physics systems, AI behavior, UI/UX integration
- Version Control:** Git & GitHub
- Performance:** Game optimization, memory management, debugging

Internship/Training

Frontend Developer Intern, RankSnack - Work From Home April 2024-May 2024

- Designed and developed MultiPro, a central website offering 15+ responsive webpage templates for developers to reuse across multiple project types.
- Built templates using HTML5, CSS3, JavaScript, and Bootstrap, ensuring 100% responsiveness and consistent UI across 6+ major screen sizes and browsers.

Projects

Guns | Unity, C# Aug 2024-Sep 2024

- Built a 3D FPS game with smooth controls and polished combat; earned 90%+ positive user feedback.
- Implemented gunplay mechanics (recoil, spread, feedback), increasing session time by 25%.
- Used Unity's physics engine for reactive environments, enhancing realism and replay value.
- Integrated 30+ sound assets, improving player audio experience by 40% in feedback scores.

Expense-Tracker | HTML5, CSS3, Javascript, Reactjs Jan 2025-Feb 2025

- Built a responsive finance tracker using HTML, CSS, and JavaScript; improved mobile usability by 40%.
- Used Locomotive.js and GSAP to add animations, boosting engagement by 25%.
- Designed with user-focused UI, earning 90%+ satisfaction in usability tests.
- Optimized asset loading and layout structure, reducing page load time by 35%.

Certificates/Achievements

- Intermediate SQL Certificate – HackerRank** | Ranked in top 10% globally; demonstrated strong skills in SQL queries, joins, and data manipulation.
- EA Software Engineering Virtual Experience (Forage)** | Completed 5+ real-world simulated development tasks in a professional game development environment.
- NCAT 2025** | Recognized for exceptional critical and creative thinking skills through participation in a highly competitive, national-level assessment.