

# 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

- |   |                     |
|---|---------------------|
| <b>Frontend Developer Intern</b> , 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

- |   |                   |
|---|-------------------|
| <b>Guns   Unity, C#</b>   | 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.         |                   |

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|---|-------------------|
| <b>Expense-Tracker   HTML5, CSS3, Javascript, Reactjs</b>   | 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.