

# HARINI

(587) 937-4323

harinikrishnan495@gmail.com

# HARIHARAKRISHNAN

Game Developer

## About

Extremely efficient Game developer with innovative and creative thinking, seeking an internship opportunity to utilize my skills and programming knowledge to build my profile to grow as an asset to the company.

## Skills

Analytical thinking, planning  
Fast learning and adaptability  
Accuracy and attention to details  
Problem solving  
Teamwork and Leadership

## Core Qualifications

- Experienced in end-to-end Game development (from creating story-line, designing, programming, integration and UX evaluation) through projects.
- Especially creative in story-development.
- Experienced in writing custom gestures for Kinect based games, VR and AR game development.
- Learning and experiencing various interactive game AI.

## Professional Experience

2017 - 2018

SOFTWARE ENGINEER / *Skava Systems (an Infosys company) / Coimbatore, India*

- Responsible for Front-end development and Integration management for various components related to Login, Guest access, User hierarchy-based access permissions, Customer-Service of Dynamic E-Commerce Websites.
- Experienced in end-to-end Feature delivery which includes,
  - i. Requirement analysis and gathering by collaborating with both Technical and Business Analysts.
  - ii. Drafting the outline of deliverables and explained deadline preparation.
  - iii. Feature development.
  - iv. Unit testing.
  - v. Feature delivery with detailed technical documentation and demo.

## Education


2018 - Present


UNIVERSITY OF ALBERTA, ALBERTA, CANADA  
*Master with Specialization in Multimedia (MM)*  
GPA: 3.8 (out of 4) \*  
\* At the end of 1 term.

2013 - 2017

KIT – KALAI GNANARUNANDHI INSTITUTE OF TECHNOLOGY, COIMBATORE, INDIA  
*B.E. Computer Science Engineering*  
GPA: 8.5 (out of 10)

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## Languages known

C++  
FTL, SASS, JS, jQuery  
C#  
Python  
Basic Java

## Tools known

Photoshop, Illustrator  
Flash  
Unity 3D  
Blender (Beginner)

## Projects

### Kinect Gameplay

#### GAZE OF INFERNO - MONSTEROMA

*An adventure game which provides user with a real-time escapade and fighting experience using motion detection and VR with HTC Vive.*

- Responsible for story-development and Kinect programming in this game.
- Programmed 2 custom gestures, which includes *IDLE WALK* (which uses the walking action of the user in the same position to actual walk/run of the Gameboy) and *SWORD CAPTURE* (which captures the wrist movement to detect the sword capture action).

### VR Gameplay

#### VILLAGE FOOD HUNT

*An exploration game in the VR environment where user must explore the village and collect food stock.*

- Created the entire design and gameplay.

### AR Gameplay

#### AR MUSEUM DEMO

*An Augmented Reality Museum experience for users.*

- Created the entire design and gameplay.