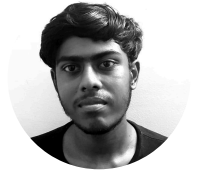


HARISH N

UNITY GAME DEVELOPER

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📍 Madurai, Tamil Nadu



ABOUT ME

Enthusiastic Unity Game Developer with expertise in Unity C# programming, shaders, and real-time VFX.
I have been learning Unity and other game dev related technologies for over 4 years.

MY SKILLS

UNITY

Unity C# Programming

Unity Shaders

Real-time VFX

Programming Languages

C#

C++

Python

Unity HLSL

SOFTWARE

Github

Blender

Rider

EDUCATION

B.Sc (Hons) Computer Science And Game Development
[Backstage Pass Institute of Gaming](#)

📅 2022 - 2026

PROJECTS

Battle M.A.Y.H.E.M

A couch coop. twin stick ,vehicular combat game with customizable Vehicles

- Created a custom wheel physics component for arcade style vehicles
- Developed a couch coop multiplayer system
- Created various Visual effects for weapons and levels like Tornado, Meteor Strike, Flame thrower etc

Neo Tac

🔗 <https://unknown-coder.itch.io/neo-tac>

A twin stick rogue-like with procedural level made for a 48 hours Game jam.

- Programmed an infinitely stack-able ability system where every skills works in conjunction with every other skill
- Programmed a simple grid based procedural level generator
- Created a simple Boss and Enemy AI

Opengl Mesh Loader

🔗 <https://github.com/Harish-85/openglLearning>

Made a simple .obj model loader and rendered it using Opengl 4.6 and Assimp

Realtime Car Destruction Thesis

<https://docs.google.com/document/d/11H7pxkYTe0j9V-h1aBSEUVvh4yfiGOFq/edit?usp=sharing&ouid=104749129536587549833&rtpof=true&sd=true>

Wrote a thesis on how to perform realtime damage deformation on high poly car meshes

Neon Rider

🔗 <https://unknown-coder.itch.io/neon-racer>

An endless runner game made in 48 hours for a game jam.

- Made a VFX that reacts to the background music

ASCII Image Effect shader

Created a GPU side ASCII shader that renders the game through text

Labyrinth

A short 2D horror platformer with hand drawn art assets made for a College Game Jam