HARSH MAHATHA

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GAME DEVELOPER & PROGRAMMER

Enthusiastic and motivated Game Developer with a solid foundation in game design and development. Proficient in programming languages and tools such as C#, Unity, and Unreal Engine. Eager to collaborate with creative teams to bring innovative game concepts to life and continually learn new technologies and methodologies.

TECHNICAL SKILLS

C++	Unity Engine	React.js
C#	Unreal Engine	WebD - Frontend

WORK EXPERIENCE

The Brown Academy (NZ)   February 2025 - Present

Now a permanent team member at Brown Academy, I've expanded my role beyond the core RPG project by contributing to side project like Bazaar Broker. I wrote core C# backend logic for the web app, collaborated closely with cross-functional teams, and helped deliver a live battle simulator tool.

The Brown Academy (NZ)   August 2024 - February 2025

Game Developer Intern at Brown Academy, contributing to a 2D Fantasy RPG project. I've gained hands-on experience with Unity functionalities, implemented models, and enhanced my skills in unit testing to ensure robust gameplay mechanics.

PROJECTS

Bazaar Broker   January 2025 - Present
React based Webapp

Developed a battle simulator web app for the game The Bazaar, enabling players to test strategies and builds. The application is live at www.bazaarbroker.com.

Escape the AI   March 2025
AI based Custom NPC Game

Created a 3D psychological thriller game where the player must either convince an OpenAI-powered NPC to let them leave the house or find a hidden phone to call the police. Used Unity NavMesh for AI navigation, integrated LipSync and blend shapes for realistic facial animations, along with various other technologies to enhance gameplay and immersion.

RevR   September 2024
3D Car Racing

Assisted my team member by creating UI and all the Scripts for a 3D car Racing game. I worked with Time system of Unity and Terrain Generation of unity Engine to develop a Delhi based map. 3D modelling to create the Some basic assets.

Captain Cliffs   August 2023
2D Platformer

Created my first complete 2D game, inspired from Super Mario, I learned about drawing Pixel art and working with Unity 2D basics.

EDUCATION

Bachelor of Technology
Majors: Computer Science Engineering
JEMTEC, Greater Noida

Senior Secondary Education
BMVB- ASMA

Secondary Education
BMVB- ASMA