

# Harsha karteek

Problem solver, Innovator, Teamplayer

📍 Hyderabad, TS, India. 📞 [9398731019](tel:9398731019) @ [harshakarteek007@gmail.com](mailto:harshakarteek007@gmail.com) 🔗 <https://harshakarteek007.wixsite.com/portfolio>

[!\[\]\(666e09182d4cd268646ea700ea60dcdf\_img.jpg\) Harsha \(Harsha\) karteek](#)

## Summary

- Game Developer with a B.S (Hons) in Computer Science specializing in Game Development.
- 2+ years of experience in Unity and XR development with hands-on work in VR environments.
- Proficient in C#, Unity, and Unreal Engine; skilled in level and game design.
- Strong project management and QA experience, with a passion for creating immersive game worlds.
- Adept team player with a continual learning mindset and a drive to push creative boundaries.

## Skills

### Technical Skills

- Engines: Unity (Expert), Unreal Engine (Intermediate)
- Languages: C# (Expert), C++ (Basic)
- XR SDKs: XR Toolkit, MRTK, XRTK, OVR
- Tools: Git, Trello, Maya, Substance Painter, ProBuilder
- Platforms: Quest 2/3, PC VR, Android

## Education

### ICAT Design and Media College

Computer Science and Game Development.

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B.sc (Honors)

- Specialized in Unity and Unreal Engine development, game design, and computer graphics.
- Completed academic projects across 2D/3D game genres, level design, and gameplay programming.
- Engaged in multiple team-based development cycles simulating real-world game production environments.

🔗 <https://www.icat.ac.in>

## Languages

### English

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### Hindi

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### Telugu

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### MetaLoga

XR developer (Unity Developer)

Hyderabad

**March 2024 - Present**

- Leading development of immersive VR experiences using Unity and C# for training, simulation, and education-focused applications.
- Built and deployed VR modules optimized for **Meta Quest 2/3**, with full **OVR Integration** and **XR Interaction Toolkit**.
- Worked on optimization of performance-critical VR environments — reducing draw calls and memory usage through efficient asset streaming and LOD systems.
- Collaborated with UI/UX teams to create spatial UI elements that enhance accessibility and user immersion.
- Conducted internal QA testing and iterative bug fixing to meet enterprise deployment standards.

<https://metaloga.io>

### Reinvision

Junior Xr Developer (Unity Developer)

Hyderabad

**June 2023 - March 2024**

- Collaborated on 3+ VR training simulations and interactive environments for enterprise clients.
- Developed interactive mechanics using Unity and C#, ensuring cross-platform compatibility for Oculus Quest.
- Integrated SDKs including XR Interaction Toolkit, **MRTK**, **XRTK**, and **OVR (Oculus Integration)** for advanced interaction systems.

<https://www.reinvision.com>

### Illiquid Labs

Game Developer (Intern)

Hyderabad

**Sep 2022 - May 2023**

- Contributed to the development of an **FPS game**, a **Goat Simulator**, and multiple **2D platformers** in Unity.
- Gained hands-on experience in **game mechanics**, **level design**, and **AI behavior scripting**.
- Collaborated with a team using **Git** for version control, learning effective workflow and branch management.
- Participated in internal playtesting and polishing phases to enhance gameplay and fix core bugs.

<https://www.illiquidlabs.com>

### Smile of Deception

Psychological Horror Game (Unity)

**Role:** Gameplay Programmer & Level Designer | Dec 2022 – Mar 2023

- Developed core player systems: first-person movement, crouching, sprinting, and object interaction (pickup/drop).
- Designed and built the **Forest Level**, including layout planning, asset placement, and lighting references.
- Implemented VR testing, footstep audio via animation events, and a scripted bridge collapse sequence.
- Created a lock-and-key mechanic and enemy **FSM AI** with patrol behavior for environmental progression.
- Collaborated via GitHub with team-wide branching and regular merges.

### Knockout Party

Multiplayer Obstacle Course Game (Unity + Photon)

**Role:** Gameplay & Multiplayer Programmer | 2022

- Built core movement, emotes, and push mechanics using Unity's Input System.
- Designed and scripted dynamic obstacles (ball blaster, slow orb, rotating traps).
- Implemented Photon multiplayer: player sync, room joining, matchmaking UI.
- Developed two complete 3D levels (modeling in Maya, texturing in Substance).
- Polished with VFX, shaders, post-processing, and multiplayer testing (10+ players).

### Hunt

Unreal Level Design Prototype (No Coding)

**Role:** Level Designer | Unreal Engine

- Crafted a playable **level prototype using Unreal Engine's level design and block out tools**, leveraging Blueprints and built-in assets—no code written.
- Emphasized real-time playtesting and refinement—tweaking scale, spacing, and visual feedback to improve player navigation.

### Other Projects

- Explore more games and prototypes on my itch.io page:  
[harsha-karteek.itch.io](https://harsha-karteek.itch.io).
- Includes a collection of solo and collaborative projects built using Unity, Unreal, and other game dev tools.