

# Harshit Bakrania

## Software Developer

[✉️](mailto:harshit.bakrania@gmail.com) [harshit.bakrania@gmail.com](mailto:harshit.bakrania@gmail.com)

[GitHub](https://github.com/HarshitBakrania) [github.com/HarshitBakrania](https://github.com/HarshitBakrania)

[LinkedIn](https://www.linkedin.com/in/harshit-bakrania) [linkedin.com/in/harshit-bakrania](https://www.linkedin.com/in/harshit-bakrania)

[📞](tel:+919220644680) +91 9220644680

## PROFILE

Semi-professional esports athlete transitioning into software development, passionate about building innovative products, exploring new technologies, and continuously improving. Enthusiastic about game development as a creative hobby.

## SKILLS

- Languages:** JavaScript, TypeScript, C++, C#, Python, HTML, CSS
- Frameworks/Libraries:** React, Next.js, REST API, Node.js, Express.js, tRPC, Tailwind CSS, Mongoose, WebSocket, Prisma, Hono
- Dev Tools:** GitHub, Git, Postman, CI/CD, Docker, AWS, Redis, Cloudflare, Turborepo
- Database:** MongoDB, PostgreSQL, MySQL
- Soft Skills:** Problem Solving, Adaptability, Teamwork, Continuous Learning

## EXPERIENCE

### Electronic Arts (EA)

04/2025 – Present | Hyderabad

#### QA Tester

- Collaborated with QV Analysts, designers, and developers to ensure game features were implemented correctly and matched design intent.
- Reported, analyzed, and tracked bugs; verified fixes; and contributed to improving overall game stability and quality.
- Performed regression testing to maintain consistency across builds and prevent recurring issues.
- Specialized in testing the game's UI and frontend aspects, ensuring smooth user interaction and visual accuracy.

## PROJECTS

### HB Realty

07/2024 – 10/2024

[GitHub](#) [View Project](#)

(React, Node.js, Express, MongoDB, TailwindCSS, Prisma, Socket.io)

- Developed a full-stack real estate platform with secure authentication (JWT + cookies), profile management, and avatar uploads.
- Implemented property listings with 6 advanced search filters, scalable to 1,000+ properties, with interactive map integration and real-time messaging to enhance discoverability and user engagement.

### AI-SEO Landing Page

11/2024 – 11/2024

[GitHub](#) [View Project](#)

(React, Next.js, TailwindCSS, Framer Motion)

- Designed and developed a modern, responsive landing page optimized for 17+ screen resolutions.
- Enhanced user engagement with Framer Motion animations, increasing time on page by 30%.

### Game Dev Projects

2021 – 03/2025

**Yurei Run** : Built a Japanese-themed endless runner in Unity (C#) with immersive gameplay and obstacle mechanics.

**Ping-Pong** : Developed a Ping Pong game in C++ with Raylib, featuring custom collision/physics, player vs. computer gameplay, and adaptive difficulty.

**Snake Game** : Recreated the popular snake game using Unity Engine and C#.

## ESPORTS ACHIEVEMENTS

### Esports Athlete

2019 – 2024

- Secured wins in national and international **DotA 2** tournaments by ASUS, Bigbang Esports, ILG, Acer, and MSI.
- Competed in national qualifiers for global **DotA 2** events, including the Asian Games, IESF, and Commonwealth Esports Championship.

## EDUCATION & CERTIFICATIONS

### 100xDevs Cohort

06/2024 – 12/2024

#### Web Development, DevOps Basics

### Bachelor of Science in Computer Science

2019 – 2022 | Mumbai, India

**S. K. Somaiya Degree College of Arts, Science and Commerce**

### Higher Secondary School Certificate

2017 – 2019 | Mumbai, India

**K. J. Somaiya Junior College of Science and Commerce**