Sai Harish

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SUMMARY

Experienced game developer with 3 years of experience in coding, animation, and game design. Proven track record of developing high-quality games with market-leading graphics and immersive gameplay.

EXPERIENCE

Game Programmer
Gameshastra   May 2023 – Present Hyderabad,Telangana · On-site
- Worked and published multiple games on platforms like Android, iOS, PC, and WebGL.
- Contributed to in-house frameworks (which includes ConfigSystem, EventSystem, UI Screen-Dialog system etc)
- Collaborated with artists and animators for seamless integration of art assets and animations.

Game Developer
Alpha Networks Solution Pte Ltd   November 2022 – March 2023   Hyderabad,Telangana · On-site
- Worked on core mechanics of puzzle games, casino like games in Cocos Creator and Unity.
- Maintained the source code on source tree.
- Collaborated with game designers,artists and animators for seamless integration of art assets and animations.
- Actively participated in code reviews, offering constructive feedback.

Game Programmer
Tiny Tactics   August 2022 - October 2022   Hyderabad,Telangana · On-site
- Worked on and published Match 3 games for Android and IOS.
- Added and upgraded some features like Ad integration SDKs.
- Worked in a team with 3d artists, level designers and game designers.

Game Developer
Arc Web Solutions   April 2022 - July 2022 , Pune, Maharashtra · Remote
- Developed a game in Unity with scalable and flexible code.
- Built a Unity game based on Crypto currency by handling player data and items data with APIs, and maintaining source code on GitHub.

Game Developer
Veniso Solutions   November 2021 - April 2022,Hyderabad,Telangana·On-site
- Built games with scalable and flexible code in Unity.
- Built and published multiple games with Ads integration and Deep linking.

Full stack Game Programmer Course
Outscal
                                                October 2020 - May 2021, Oct 2020 - May 2021
- Built games with scalable and flexible code in Unity. Maintained source code on GitHub.
- Built multiple games with MVC, Singleton, State machine, Object Pooling, Observer Design Patterns in Unity.
- Worked on practical implementations of Data Structures, Algorithms and OOPS.

PROJECTS

Kahani (in Unity)
Gameshastra
- Choice based storyline with node branching.
- Collaborated with content writers for making tools to integrate story into game flow.
- Config system which serializes and deserializes, Screen-Dialog system which maintains stack of Screen and Dialogs,
and other systems were made for flexibility.
- UI/ UX changes for player interaction.

Mystery Society (in Unity)
Gameshastra
- Currently working on Among us inspired game with Middle age theme.
- WebGL game with NFT items. Currently planning on mobile port.
  Ref: The Mystery Society

Farm wars (in Unity)

Arc Web Solutions

• Top down WebGL game with NFT items with Wax Currency.

• Handled player data, items data with APIs.

• Built scalable and flexible code with MVC pattern, Inheritance, Interfaces.

• UI/ UX changes for player interaction.

Hex-2048 (in Cocos Creator)

• 2048 game with hexagonal tiles.

• Used A* path-finding for tiles traversal, object pooling for tiles.

• Implemented Power ups like Undo, Tile break, all same tiles break and bomb.

Cube Surfer (in Unity)

• Managers which manage specific areas (like Cube manager, UI manager, Input Manager) were Implemented.

• Generic Singleton approach for overall services in the game for increased maintainability.

• Power-ups like Speed boost and Magnet have been implemented for an exciting player experience.

Battle Tank 3D (in Unity)

• Implemented MVC Design Pattern for each service in the Game. E.g.: TankService, EnemyService, BulletService etc.

• Generic Singleton Approach for overall code architecture for increased maintainability.

• Fully customizable Achievement System using Observer Pattern.

• State Machine Behaviours for maintaining different states of enemy like patrolling, chasing, attacking, etc.

SKILLS

Tools & Technologies: Cocos Creator Engine, Unity, Unreal Engine

Languages: C#, C++, TypeScript, C, Java, JavaScript