

# Harsh Valaki

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Engineering undergrad with a desire to *learn* and *make* cool things.

## Education

### B.E. - Information Science and Engineering

New Horizon College of Engineering

2021 – present

Bangalore, India

## Skills

### Development - Games, Web, Software

Unity, C#, Godot, GDScript, C, Java, Python, HTML/CSS

### Design - Graphics, UI/UX

Adobe Photoshop, Clip Studio Paint, GIMP, Krita, Aseprite, DaVinci Resolve, CapCut, Figma

## Projects

### Leap Limit

Jul 2023 – Jul 2023

Unity / C# / Aseprite / Solo Project

- A puzzle-platformer game made for IcoJam 2023 game jam in under 72 hours
- The game features a unique puzzle mechanic that incorporates single, double and triple jumps
- It also has a modular key/door system that makes use of Unity events
- It won 24th place in the 'Overall' category and 13th place in the 'Theme' category out of 250+ entries

### Ascendant Slime

Mar 2023 – May 2023

Unity / C# / Adobe Photoshop / Solo Project

- A Foddian-type rage platformer for Android devices made in Unity, programmed in C#
- A unique player controller -- click-and-drag to shoot functionality that works with mouse and touch inputs
- It has a 'room system' that handles the camera transition between different rooms based on triggers
- It also has 3 different biomes with unique handcrafted levels/rooms for each of them
- Published on the **Google Play Store**

### 99 Lives

Feb 2023 – Feb 2023

Unity / C# / Aseprite / Solo Project

- A precision platformer game made for the Brackeys Game Jam 2023.1 in under a week
- Features a 'randomized level system' -- once the player dies, it loads a random level; If a level is completed it is removed from the said system; Incorporated as a part of the jam theme
- It won 63rd place in the 'Overall' category out of 700+ entries

## Interests

Game Development • Game Design • Graphic Design • Digital Art • Video Editing • Reading