Hareesh P

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LinkedIn
GitHub
Email
Portfolio

Skills:

- Language :C#(Intermediate),C++(Intermediate),Python(Intermediate)
- Game Engine :Unity 3D
- Source control :Git
- Design Patterns :Singleton,MVC,Observer,State,Object Pool,Command

Education:

Degree	Discipline/Board	Institution/school	Passing Year	Percentage/ CGPA
BTech	Computer science Engineering	MA college Kothamangalam	2022	7.5
Intermediate Education(12th)	PCM+ Biology, Kerala state Board	St:mary's Higher Secondary School	2017	92
Metric Education(10th)	Kerala Board	St:mary's Higher Secondary School	2015	95

Projects:

ScifiRunner -(Git-hub)(Video)

- The Model-View-Controller (MVC) architecture was successfully used to improve code-maintainability and organization during the development of the player component
- Generic Singleton Class Implementation:It was designed and incorporated into one common ton to better manage global sporting aspects, ensure the quality of infrastructure and provide a unified access point.
- Leveraged Scriptable Objects to create specific types of players with configurable properties, making it easy to add new player changes without changing code

Into The Light-(Git-Hub)(Video) :a Game where you need to stay on the light to heal

- Leveraged Unity's Tilemap system to efficiently design and implement game levels, optimizing the creation of grid-based environments and enhancing the overall level design process.
- Demonstrated proficiency in 2D animation techniques by creating dynamic animations using sprites, contributing to visually engaging and interactive gameplay experiences.
- Engineered a level lock system to control and restrict player access to game levels, and provide a fun and enhancing gaming experience.

BattleTankGame-(Git-hub)(Video):A 3D Top Down Shooter Game with Tanks

- Optimized and implemented a Model-View-Controller (MVC) system for the player, enemy and guns in the game application, ensured isolation and nuisance control
- Developed and implemented generic singleton class and Object Pool design patterns to efficiently manage and reuse game objects, through resource optimization and increasing efficiency
- Using the Observer design model, he built a robust development system, which provided a flexible and extensible framework for tracking and rewarding progress in the game
- A state planning system was used to control the states of the enemy tank, providing seamless transitions between actions such as patrol, attack and evasion, and helping to validate AI

Chest-System-(Git-Hub)(Video):

- Developed and implemented a sophisticated chest system that allows for a variety of chest types and flexible unlocking methods, such as time-based or mineral-based, that allow players to engage in and cash options increase
- A comprehensive Finite State Machine (FSM) was developed to manage the life of a box, including aspects such as locked, opened, unpacked and assembled, to ensure a well-structured player experience and it is intelligible
- Increased content scalability by leveraging Scriptable Objects to create and customize different chest types, making it easier to modify new chest variants without requiring major code changes

Experience :

- Apprenticeship at Outscal As Full Stack Game Developer(2023 Apr-Present):
  - Acquired expertise in the application of various design patterns, enabling the development of well-structured, maintainable, and efficient software solutions.
  - Demonstrated a strong understanding of data structures and optimization strategies, leading to more efficient algorithms, memory usage, and overall system performance.
  - Mastered the art of optimizing Unity games, enhancing rendering performance, reducing load times, and improving overall gameplay fluidity, resulting in a smoother and more enjoyable player experience.