

# Harish Chaurasia

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## EDUCATION

**Arizona State University**, Tempe, AZ

Bachelor of Science in *Computer Science*, Dean's List (Spring 2022)

Certificate in *Game Development* | Minor in *Popular Music*

## TECHNICAL SKILLS

**Programming:** Swift, Java, Python, C, C++, C#, HTML, CSS, JavaScript, ReactJS, NextJS, Bash

**Database:** SQL, Firebase, DynamoDB, PostgreSQL

**Tools and Technologies:** AWS, Git, GitHub, Jira, NumPy, Smartsheet, XCode, Android Studio, Unity

## EXPERIENCES

**School of Manufacturing Systems and Networks, Arizona State University, Tempe, AZ**

Dec 2023 - Current

Software & Simulation Developer

- Developed and implemented C++ code for game programming, focusing on efficiency and performance optimization.
- Innovatively crafted and integrated distinctive sound designs, meticulously synchronizing audio elements with game designs and storylines to create a cohesive and atmospheric gaming experience.
- Conceptualized and designed captivating game levels and environments, utilizing creative vision and technical skills to create engaging, dynamic worlds that enhance player immersion and narrative depth.
- Collaborated in a cross-functional team, contributed to the development of trainable design modules aimed at revolutionizing workforce development and training in the manufacturing sector.

**Laboratory for Energy and Power Solutions, Arizona State University, Tempe, AZ**

Jan 2023 – Oct 2023

Developer, Researcher & Workforce Dev Specialist

- Enhanced course curriculum, utilizing a variety of research tools to curate content that not only enriched the learning experience but also reduced the total development time by approximately 20%.
- Facilitated workforce development by designing coursework that significantly alleviated the team's workload by approximately 30%. This innovative approach not only improved efficiency but also paved the way for higher-quality Power Grid training materials.
- Pioneered the development and execution of innovative Unity packages, utilizing cutting-edge AR and VR technologies, to craft immersive 2D and 3D training modules for Military Resiliency in Microgrids and Electric Subsystems. These modules focused on Microgrid and Electrical subsystems, enhancing training efficacy and engagement.
- Engaged in Microgrid Training activities, playing a pivotal role in Content Development and seamless integration of Microgrid hardware components. Collaborated across teams to ensure the holistic development of effective training materials.

## PROJECTS

**SkyWand (iOS App)**

- Designed the app in **Figma**, focused on user experience, visual appeal following **Apple's Design Policies**, created splash screen animation.
- Implemented advanced features, optimizing for performance and user interaction, while maintaining code quality and efficiency.
- Developed the application using **SwiftUI** and Swift, integrating **WeatherAPI** to fetch real-time weather data based on user location, ensuring accuracy and reliability.

**Susinator (Web App)**

- Co-developed a user-friendly frontend with **Nextjs** and **ChakraUI** for building a contract document analysis web app.
- Utilized Amazon **AWS**, **DynamoDB** and **RapidAPI** for the backend to enable efficient file handling and contract simplification.
- Collaborated with the team, with version control on **Git** and **GitHub** and improved the projects interactive response time.

**Dodge Apocalypse (3d Game)**

- Collaborated with the team, designed Game Levels, and used **C#** Scripts to implement functionalities and effects.
- Presented the game to the class and represented the team at the Final GameJam hosted via Arizona State University on **itch.io**.
- Leveraged **NavMesh** and **C# in Unity** to develop a 3D Open-World Game that won the best game awards in the class with 50 teams.

## LEADERSHIP EXPERIENCES

**Google Developer Students Club (GDSC), Arizona State University, AZ**

Jan 2022 - Present

Industry Outreach and Marketing Officer

- Organized weekly meetings and hosted workshops and Hackathons.
- Represented the club in different events at ASU and developed strategies to enhance membership count by 15%.
- Enhanced the reach of the club to broader audience and organized learning and career mentoring sessions.

**Devils DJing Club, Arizona State University, AZ**

Jan 2022 - Present

Vice-President, Producer, and DJ

- Organized weekly meetings, hosted Music workshops, and DJing and Production sessions.
- Represented the club in different cultural and varsity events at ASU enhanced membership count by 40%.
- Collaborated with different ASU Clubs, Societies, and Student Organizations on different events and get-togethers.