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Roorkee 📍

www.github.com/harshit211997

www.linkedin.com/in/harshit-kumar-297b66139 in

Harshit Kumar
Student at IIT Roorkee

Passionate about developing games. Experience in Android Development.

EDUCATION

B.Tech in Electrical Engineering
Indian Institute of Technology Roorkee

07/2015 – Present   *CGPA - 9.076*

Courses
- Programming in C++
- Mathematical Methods
- Data Structures
- Microprocessors and Peripheral Devices

12th
Sunbeam English School Lanka, Varanasi

2014 – 2015   *96.2%*

Courses
- Maths
- Physics
- Information Practices
- English

WORK EXPERIENCE

Game Developer
Nayi Disha Studios

05/2017 – 07/2017   *Delhi, India*

The company builds educational computer games for preschool children to make learning fun and more engaging, using motion sensing technology.

Achievements/Tasks
- Created a game using Unity3D and Microsoft Kinect Platform
- Worked closely with the artists
- Playtested the game with kids

Contact: *Kartik Aneja(CEO) – kartik@nayidishastudios.com*

ORGANISATIONS

SDS - Mobile Development Group (01/2016 – Present)
Worked on development and management of various games and android apps for campus as well as global reach.

SKILLS

Git libgdx Android Studio Kinect SDK

Unity3D

PERSONAL PROJECTS

Splitter (12/2016 – Present)
- Contributed on a speed twich 2D game, made for android and ios based on Unity Engine.

Skip The Queue (03/2017 – 06/2017)
- Worked on an android app that aims to reduce queues in places like atms. The project involved the usage of various APIs and Microsoft Azure Services

Citadel (04/2016 – 04/2017)
- Collaborated in Citadel, which is an android app for the efficient and smooth sharing of books in the campus, promoting a healthy reading culture

Hitball (08/2016 – 10/2016)
- Hit the ball with the bat to keep it from falling, but it's not as easy as you think! The android game is built upon libgdx. The collisions and physics are hand crafted.

Blockks (05/2016 – 07/2016)
- It is a game where you have to make the stack of blocks by flinging one block over another. It is made on canvas(android) and uses no library or game engine. The physics components are hand crafted

ACHIEVEMENTS

Microsoft Code.fun.do hackathon
2nd runners up in campus round and inTop 10 finalists for national SHOWCASE round

Srishti
• Secured 1st position in both Mobile Development Competition and Game Development Section in Srishti(Techno-Hobby Exhibition)

JEE Advanced
Secure AIR 1486 in JEE Advanced

LANGUAGES

English ● ● ● ● ○

Hindi ● ● ● ● ○

INTERESTS

Game Development