



Harshit Kumar

Student at IIT Roorkee

harshit211997@gmail.com ✉

+919759720287 📞

Roorkee 📍

<https://harshit211997.github.io> 🌐

www.github.com/harshit211997 🐙

www.linkedin.com/in/harshit211997 in

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

PERSONAL PROJECTS

- Splitter (2D game, Unity) (12/2016 – Present)
 - Roles - Gameplay Programmer
 - Contributed on a speed twitch 2D game, made for android and ios based on Unity Engine.
 - <https://play.google.com/store/apps/details?id=com.mdg.splitter>
- Skip The Queue (Android App) (03/2017 – 06/2017)
 - Roles - Software Developer, Designer
 - 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
 - <https://play.google.com/store/apps/details?id=com.ultranoobs.skipthequeue>
- Citadel (Android App) (04/2016 – 04/2017)
 - Roles - Software Developer
 - 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 (2D game, LibGdx) (08/2016 – 10/2016)
 - Roles - Gameplay Programmer, Physics Programmer
 - 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.
 - <https://play.google.com/store/apps/details?id=com.sdsmdg.cycle>

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

SKILLS

Git libgdx Android Studio Kinect SDK
Unity3D

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

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.
 - Worked in a team of upto 3 people on many projects
 - Took role of designer apart from programmer

LANGUAGES

English ● ● ● ● ○
Hindi ● ● ● ● ○