



HARSHIT BHANDARI

GAME DEVELOPER

CONTACT

- +91 8000294513
- harshitb2006@gmail.com
- [My Portfolio Website](#)
- @harshitbhandari01

EXPERTISE

- Game Development: Unity, UPBGE
- Front-End Dev: HTML, JavaScript, React, CSS
- Back-End Dev: PHP, MySQL
- Programming Languages: Python, Java, C#
- Graphic Design: Adobe Photoshop, Blender, Topaz AI
- Version Control: GitHub, PlasticSCM
- AI & Digital Art: Stable Diffusion, MidJourney

EDUCATION

2020 -2023

Bachelor's in Computer Applications

Symbiosis Institute of Computer Studies and Research, Pune

2020

83.6%

Higher Secondary School

St. Paul's Senior Secondary School, Udaipur

PERSONAL DETAILS

- Date of Birth: 11-07-2002
- language Known: English and Hindi

ABOUT ME

Skilled Unity Game Developer with a strong passion for creating engaging and educational games. Successfully completed a 6-month internship and now thriving as a full-time game developer at Webanix Pvt Ltd for the past 10 months. Skilled in a wide range of game types, including DNA-altering simulations, gene-mutation games, and API-driven quiz games with WebSocket integration. Ready to bring my technical expertise and creativity to your exciting projects.

PROJECTS

- Developed a Harry Potter-themed shopping website using **HTML, CSS, JavaScript, PHP, and MySQL**
- Developed a dynamic website using **CSS, JavaScript, HTML, and Python Django framework**
- Created and deployed a responsive portfolio website using **React JS**
- Developed a school website using **open-source CMS Drupal**
- Developed a Ping-Pong game using **C and OpenGL**
- Created shooter games where airplane spawn and drops enemies using **UPBGE**

EXPERIENCE

• **IGiftLife Foundation Jan'22 - Apr'22**

Graphic Design

Created a mobile game using Unity Engine to raise awareness about organ donation

• **Freelance**

Graphic Design

Designed creative assets, including logos, for various companies and startups such as Prope Network, Nearbii app & Café Code Brew

• **WEBanIX Pvt. Ltd. Jan'23 - Present**

Game Developer

I developed educational arcade games using Unity, C#, and JavaScript. Games included a DNA-changing game, an API-driven quiz game and a touchscreen gene-mutation game, honing my game development skills.

HOBBIES

Tech enthusiast | Playing PC Games | Badminton | Editing | Listening to Music | AI Whisperer | AI Digital Art