



# HARSHIT BHANDARI

## GAME DEVELOPER/DESIGNER

### CONTACT

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- [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#, Monogame
- Graphic Design: Adobe Photoshop, Blender, Topaz AI
- Version Control: GitHub, PlasticSCM
- AI & Digital Art: Stable Diffusion, MidJourney, RVC

### EDUCATION

- 2020 - 2023 3.2 GPA  
**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

Experienced Unity Game Developer with nearly 2 years of expertise, including a successful launch of an indie mobile horror game on the Play Store. Previously interned and now thriving full-time at Webanix Pvt Ltd, specializing in diverse game genres like DNA-altering simulations, gene-mutation games, and API-driven quiz games with WebSocket integration. Eager to bring creativity and technical depth to impactful projects at leading gaming studios.

### PROJECTS

- Natural Mutations - A **touchscreen game** utilizing Genetic Algorithms.
- So What's the Question? - An **API-based** multiplayer arcade game.
- Monster Maker - An **Arduino-based** arcade game focused on DNA manipulation.
- IGift Life - A **Storymode mobile** game developed for the NGO IGift Life, aimed at spreading awareness for organ donation.
- Developed a Ping-Pong game using **C and OpenGL**

### EXPERIENCE

- Dread Manor** **Indi Developer**  
Conceptualized, designed, and developed an indie horror mobile game using Unity.
- Freelance** **Graphic Design**  
Designed creative assets, including logos, for various startups such as Prope Network, Nearbii app & Café Code Brew
- WEBaniX Pvt. Ltd. Jan'23 - Present** **Game Developer**  
Developed educational arcade games using Unity, C#, and JavaScript for gaming parlours.
- IGiftLife Foundation Jan'22 - Apr'22** **Graphic Design**  
Created a mobile game using Unity Engine to raise awareness about organ donation

### HOBBIES

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