

# Harsh Agarwal

## Game Developer & Project Manager

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## Work Experience

### Lead Developer and Project Manager

Gamestacy, February 2023 - December 2023

- Project Manager of game that was selected in the Google Indie Games Accelerator program, along with 14 other projects in the world.
- Directed and collaborated with a development team of seven, including designers, artists, programmers, and a QA tester.
- Managed the full-cycle development of two mobile games, ensuring they adhered to the established project vision and goals.

### Full-Stack Developer

Gamestacy, April 2022 - February 2023

- Integrated Unity Gaming Services for features such as user authentication, leaderboards, game economy, cloud save, cloud code, and peer-to-peer multiplayer.
- Employed Unity ML-Agents to create game bots using reinforcement learning that modulated difficulty, catering to players of varying skill levels.
- Authored exhaustive unit tests, enhancing code dependability and resulting in a more robust codebase.

### Freelancer

Independent, April 2019 - April 2022

- Delivered on 15 global projects spanning sectors like Edtech, Architectural Visualization, HR, and Metaverse.
- Developed multiple projects from conception to launch, supervising all developmental phases and ensuring they met client aspirations and industry benchmarks.
- Offered expert technical consultations in specialized technologies.

## Notable Projects

- Influenzer (<https://www.youtube.com/watch?v=A3lOi-PcAms>)
- Boom Ball (<https://play.google.com/store/apps/details?id=com.Gamestacy.BoomBall>)
- Occult Prototype (<https://9starstudios.itch.io/occult-prototype>)