Harshit Bhandari
Game Developer

Contact

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Education

Bachelor in Computer Applications

Symbiosis International University
2020 - 2023   3.2 GPA

Higher Secondary School

St. Paul's Senior Secondary School, Udaipur
2020   83.6%

Skills

- **Game Development:** Unity, UPBGE, Monogame, Winforms (.Net)
- **Programming Languages:** Python, Java, C#, PHP, MySQL, HTML, JavaScript, React, CSS
- **Graphic Design:** Adobe Photoshop, Blender, Topaz AI
- **Tools & Libraries:** Git, Plastic SCM, Arduino, Photon, Netcode, Admob
- **AI Tools:** Stable Diffusion, RVC, Spline, Mixamo

Language

- English
- Hindi

About Me

Unity Game Developer skilled in gameplay programming, mobile optimization, and multiplayer systems. Currently leading the game development team at Webanix, delivering client projects and original prototypes using Unity, JS and Monogame. Successfully launched Dread Manor on the Play Store and achieved a top 250 global ranking in Brackeys GameJam 2025 out of 2300 entries. Proficient in C#, Blender, and AI Integration, with a strong focus on performance, visuals, and player experience.

Experience

Lead Game Developer   2023 - Present

Webanix | Udaipur, India

Leading game development and collaborating with clients to build custom games using Unity, Monogame, and JavaScript.

Projects

- **HordeShooter (Game Prototype)** – 3D wave-based shooter with pistol, assault rifle, and laser gun mechanics.
- **GravitySplit (Game Prototype)** – 2D Puzzle-Action game controlling two characters under opposite gravity.
- **Monster Maker (Arcade Game)** – DNA mutation arcade game using Unity and Arduino sensors.
- **Natural Mutations (Arcade Game)** – Genetic algorithm-based touchscreen puzzle game.
- **So What's the Question? (Arcade Game)** – Real-time multiplayer quiz game using custom API's.

Top Showcase (Dread Manor)

Conceptualized, designed, and developed a full-fledged horror puzzle game over 2 years, focusing on optimized gameplay and immersive mechanics.

- **Performance Optimization:** Increased average FPS from 20 to 60 by implementing scene-based asset management and object pooling for lasers, lights, and interactive props.
- **Advanced AI & Interaction Systems:** Built dynamic AI behaviors, including light-sensitive enemies and gaze-reactive mannequins, improving player engagement metrics by 35% (measured via playtesting).