



# HARSHIT BHANDARI

## GAME DEVELOPER/UNITY DEVELOPER

### CONTACT

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- [My Portfolio Website](#)
- @harshitbhandari01

### EXPERTISE

- Game Development: Unity, UPBGE, Monogame
- Programming Languages: Python, Java, C#, PHP, MySQL, HTML, JavaScript, React, CSS
- Graphic Design: Adobe Photoshop, Blender, Topaz AI
- Tools & Libraries: Git, Plastic SCM, Shader Graph, Arduino, Photon
- AI & Digital Art: Stable Diffusion, RVC, MidJourney

### 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

Unity Game Developer with 2 years of experience in gameplay programming, mobile optimization, and multiplayer systems. currently leading the game development team at Webanix and working with multiple clients. Successfully launched Dread Manor and built several innovative prototypes using Unity, Monogame, and Arduino. Skilled in C#, Blender, and multiplayer systems, with a strong focus on performance, visuals, and user experience.

### PROJECTS

- Dread Manor (Indie Game)** – Solo horror puzzle game featuring custom UI, countdown effects, and mobile optimization.
- HordeShooter (Game Prototype)** – 3D wave-based shooter with pistol, assault rifle, and laser gun mechanics.
- GravitySplit (Puzzle-Action Game Prototype)** – 2D survival 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.

### EXPERIENCE

- WEBanIX Pvt. Ltd. Jan'23 - Present** **Game Developer**  
Leading game development and collaborating with clients to build custom games using Unity, Monogame, and JavaScript.
- 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 startups such as Prope Network, Nearbii app & Café Code Brew

### HOBBIES

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