

# Somesh Harshavardhan Gopi Krishna

Award-Winning Game Designer in Seattle, WA.

## PROJECTS

### NASA / ASU Psyche Mission - Game Developer

Capstone | Aug 2024 - present | Unity, C#, WebGL

- Developed an interactive WebGL game for NASA's Psyche mission, aligning with educational objectives & managing a team of 5 developers.
- Optimized WebGL performance; 40% faster load times & 30% increased frame rates on low-end devices.

### ASU Carbon Capture Project - Tech. Engineer

Research | Aug 2022 - Dec 2022 | C#, Arduino, MATLAB

- Clarified project goals to measure carbon sequestered by trees for ASU's sustainability initiatives.
- Narrowed options for data transmission using ultrasonic sensors in collar designs.

### UW Emma B. Andrews Project - Tech. Intern

Research | Aug 2017 - Mar 2018 | Omeka, CSS, HTML

- Contributed to the digitization of 19th-century diary entries, helping create a digital archive.
- Enhanced accessibility and engagement with records by 200%.

## EXPERIENCE

### Harshtakes - Founder

Portfolio & Blog | Aug 2020 - Present | CSS, HTML, SEO

- Maintain a blog called Harshtakes, where I share insights on game development, technology, & personal experiences.
- Grew blog readership by 80% within 11 months through consistent, high-quality content creation and SEO strategy.

### Engineering Academic Center, UW - Tutor

Research Project | Oct 2016 - May 2018 | MATLAB, C++, R

- Led interactive workshops for 200+ students in STEM subjects; Math, Physics and Computer Science.
- Guided beginner engineering students in mastering complex topics, contributing to an 45% grade improvement among participants.

### Public Authority of Disabled Affairs, Government of Kuwait — Tech. Intern

Internship | Jun 2016 - Aug 2016 | PowerBI, BPM, Excel

- Designed automated processes that reduced task completion time by 32% and improved service delivery.

**Portfolio:** [harshtakes.com](https://harshtakes.com)

**Linkedin:** [linkedin.com/in/someshharsha](https://linkedin.com/in/someshharsha)

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Open to relocation - Worldwide

## EDUCATION

### Arizona State University

B.S. Computer Science

HCI & Data Science

Aug 2019 - Aug 2023

Concentration, Computer Gaming

Game design & Development

Sep 2023 - May 2025

University of Washington

Multiple courses in Informatics, HCI & CS

Sep 2015 - May 2019 (transferred)

## AWARDS

### Best Game in Show - Vexor Proxies

ASU CPI 211 Game Jam, 2025

### Best Game in Show - Raccoon Rescue

ASU CPI 111 Game Jam, 2024

## SKILLS

### Game Design

Game Mechanics, Level Design, Storyboarding, Player Experience Design,

### Dev + Data

C#, C++, Java, SQL, NoSQL, Python, R, JavaScript, HTML, CSS, MATLAB, Excel, Power BI, Tableau

### Game Engine

Unity, Unreal, GameMaker

### Research

User Interviews, Heuristic Evaluation, Usability Testing, Content Audit, Competitive Analysis, Surveys, Contextual Inquiries, Personas

### Design

Information Architecture, Rapid Prototyping, Visual Design, Graphic Design, UI/UX Design, Wireframing

### Tools

Figma, Sketch, Adobe XD, Webflow, Photoshop, Illustrator, Invision, Google Analytics, HotJar, Mixpanel