Somesh Harshavardhan

Award Winning Game Developer in Seattle, WA, specializing in Unity, 2D pixel art, and systems-driven game design; I build immersive experiences from prototype to polish.

Portfolio: harshtakes.com
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EDUCATION

Arizona State University
B.S Computer Science
Class of 2025
Concentration, Game Development
Concentration, Data Science & Analytics

University of Washington
Informatics, Human Centered Design & Computer Science (transferred)

EXPERIENCE

Bottleneck Solver Pvt Limited, Chennai - Software Engineer
Internship | May 2024 - Aug 2024 | PHP, APQR, GA

- Built 3+ PHP dashboards for supplier stats, APQR, and cost analysis.

- Boosted reporting speed by 40% using automation and analytics tools.

The Solution Consulting, Dubai - Software Engineer
Internship (R) | Apr 2020 - Apr 2021 | Java, Spring Boot, GA

- Engineered a scalable microservices architecture with Java and Spring Boot.

- Recommended optimizations using Google Analytics Insights that led to a 22% decrease in bounce rate.

UW Engineering Academic Center, Seattle - Tutor
Part-Time | Oct 2016 - Aug 2018 | MATLAB, SQL, R

- Led workshops for 200+ students in Data Analytics, Stats, and Programming; Improving student grades by 45%.

Public Authority of Disabled Affairs, Government of Kuwait — Tech. Intern
Internship | Jun 2016 - Dec 2016 | PowerBI, BPM, Excel

- Built interactive PowerBI dashboards that tracked KPIs and improved reporting efficiency by 40%.

- Designed automated processes that reduced task completion time by 12%.

AWARDS

★ New American University Scholarship ASU

★ Seven-time Dean's List Recipient - UW, ASU

★ 'Best Game' ASU Itch.io Game Jam - FA24, SPR25

★ 'Best Application' UW Info Fair - SPR 2018

PROJECTS

NASA Psyche Mission ASU - Unity Game Developer
Capstone | Aug 2024 - May 2025 | Unity, C#, WebGL

- Managed a team of 5 developers and optimized Unity WebGL performance to result in 30% increased frame rates.

Harshtakes - Web-Developer, Writer & Analyst
Portfolio & Blog | Aug 2020 - Present | CSS, HTML, SEO

- Grew blog readership by 80% within 11 months through consistent, high-quality content creation and SEO strategy.

ASU Carbon Capture Project - Data. Engineer
Research | Jan 2022 - Dec 2022 | Java, MongoDB, MATLAB

- Integrated telemetry data into MongoDB and visualized patterns using Google BigQuery for analysis.

Apple Tree Productions, WA - Content Analyst
Research | May 2021 - Dec 2022 | CSS, HTML, JavaScript

- Conducted a comprehensive content analysis of the website to evaluate effectiveness and user engagement.

FoodieFanatic - Mobile Application Developer
Research | Jan 2018 - Jun 2018 | UI/UX, Figma, PD

- Designed a prototype application to enhance user engagement and product discovery for food products.

UW Emma B. Andrews Project - Tech. Intern
Research | Jun 2017 - Aug 2018 | Omeka, CSS, HTML, GA

- Contributed to the digitization of 19th-century diary entries, enhanced engagement by 200% with GA reports.

SKILLS

> Game Engines
Unity (C#), Unreal Engine (C++), Godot

> Programming
C++, C#, Python, JavaScript, OOP, ECS

> Graphics
OpenGL, Shader Graph, GLSL, 2D/3D rendering

> Tools
Git, Aesprite, Blender, Photoshop, FMOD, Trello, Taiga

> Game Design
UI, inventory, input systems, player feedback

> Gameplay Systems
Level design, prototyping, narrative, player balance