

Somesh Harshavardhan

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Portfolio: harshtakes.com

1st year OPT (STEM ext. Eligible MAY 2026)

I create **accessibility and empathy** driven experiences that deepen immersion in video games and interactive media.

EDUCATION

Arizona State University

Bachelor of Science (Class of 2025)
Major: Computer Science
Game Development, UI/UX, HCI & Visual Design

University of Washington

(Coursework in)
Informatics, Human Centered Design

EXPERIENCE

Pharmini ASU, Tempe - Lead UI/UX Designer

Volunteer | Godot, Figma, Jira (Jul 2025 - Present)

- Developed shaders, optimized rendering and designed UI/UX, improved frame rates by 35% & load times by 40%.
- Prototyped Mobile Port on Figma; enabled 3 rounds of A/B Testing to improve tap accuracy compliance by 28%.
- Built a reusable UI sandbox and interaction guidelines, cutting cross-team iteration and prototyping time by 60%.

Coding Minds, Bothell/Redmond - Software Tutor

Part-Time | Unity, Python, Java (Aug 2025 - Present)

- Taught K-12 students data structures and game development; including ACSL, USACO problem-solving.

Bottleneck Solver, Chennai - Software Engineer

Internship | PHP, APQR, GA (May 2024 - Aug 2024)

- Built 3+ PHP dashboards for supplier stats, APQR, and cost analysis. Boosted backend reporting speed by 36%.

The Solution Consulting, Dubai - Software Engineer

Internship | Java, Spring Boot (Apr 2020 - Apr 2021)

- Engineered a scalable web services architecture with Java & Spring Boot led to a 22% decrease in bounce rate.

UW Engineering Academic Center, Seattle - Tutor

Part-Time | MATLAB, SQL, R (Oct 2016 - Aug 2018)

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

Public Auth. of Disabled Affairs, Kuwait — Intern

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

- Built interactive Power BI dashboards that tracked KPIs & improved automated testing efficiency by 7%.

AWARDS

- ★ New American University Scholarship - ASU
- ★ Seven-time Dean's List Recipient - ASU
- ★ 'Best Game' ASU Itch.io Jam - FA24, SPR25
- ★ Top 0.1% Ranking Computer Science CBSE Award
- ★ 1068+ Day Streak on Duolingo - Japanese, Arabic

PROJECTS

NASA Psyche Mission Berkeley - Unity Game Developer

Capstone | Unity, C#, WebGL (Aug 2024 - May 2025)

- Led development of an educational WebGL game on NASA's Psyche asteroid mission, coordinating a team of 5.
- Optimized gameplay systems & browser performance, achieving a 30%+ improvement in average frame rates.
- Integrated NASA/ASU mission content & telemetry visuals into gameplay to enhance educational outreach.

Vexor Proxies - Producer & Unity Level Designer

Game | Unity, C#, Blender (Aug 2024 - Dec 2024)

- Iterated on level pacing & AI placement using playtest feedback, increasing average session length by 18%.

ASU Carbon Capture Project - Data. Engineer

Research | Java, MongoDB (Jan 2022 - Dec 2022)

- Processed 100k+ telemetry records in Java and MongoDB to support ASU carbon capture research.

Apple Tree Productions, WA - Content Analyst

Research | CSS, HTML, JavaScript (May 2021 - Dec 2022)

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

FoodieFanatic - Mobile Application Developer

Research | UI/UX, Figma, PD (Jan 2018 - Jun 2018)

- Designed a prototype application to enhance user engagement and quality assurance for food products.

UW Emma B. Andrews Project - Tech. Intern

Research | Omeka, CSS, GA (Jun 2017 - Aug 2018)

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

SKILLS > Programming & Version Control: Python, R, SQL, NoSQL, Java, C#, C++, JavaScript, GitHub, Docker, API, HTML, CSS, Tableau, Power BI, MATLAB, GA, XML > Front-end Design & Product Thinking: Illustrator, Adobe XD, Canva, FigJam, Jira, Aseperite, Figma, Adobe Creative Cloud, React, TypeScript, JS, Node, Scala, Unity, Unreal, Godot, GameMaker, REST APIs, JSON, CI/CD, APQR, Omeka > Research & UX Methods: Design Patterns, Information Architecture, Rapid Prototyping, UI/UX Design, Graphic Design, Interviews, Usability Testing, Heuristic Evaluation, Wireframes, NRDB, Prototypes, User Stories, Mockups, User Interfaces, DevOps, MongoDB > Communication Skills & Scrum: Tech. Writing (GDDs, Specs), Stakeholder Management, Toastmasters, MUN