

Harsha (Harshavardhan) Mohite

Computer Graphics Tech (CGT), Purdue University

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<http://harshamohite.com/>

I am a programmer and designer with strong software development skills and a psychology background. I have game development, QA, and professional project management experience with large tech firms in the Seattle area.

Skills

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|--|---|---|
| <input type="checkbox"/> C++, C, Java (proficient) | <input type="checkbox"/> Lua, C# (familiar) | <input type="checkbox"/> Unreal Engine 4 |
| <input type="checkbox"/> UX & Game Design | <input type="checkbox"/> Agile Project Management | <input type="checkbox"/> Autodesk Maya & 3D Pipelines |
| <input type="checkbox"/> Design Thinking | <input type="checkbox"/> Cross-discipline Communication | <input type="checkbox"/> Adobe Creative Suite |

Relevant Experience

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|--|---|--------------------------------------|
| June 2021 – August 2021 | Accenture , Seattle, WA | Technology Summer Analyst |
| <input type="checkbox"/> PMO/Reporting analyst, ensured smooth delivery of RPA automations. | | |
| <input type="checkbox"/> Developed Agile-focused dashboards for reporting project status, improving communication between internal and client teams. | | |
| <input type="checkbox"/> Compiled reports for client leadership to display Accenture's progress towards fulfilling commitments. | | |
| June 2020 – August 2020 | Accenture , Seattle, WA | Technology Summer Analyst |
| <input type="checkbox"/> Technology analyst on an Enterprise Resource Planning (ERP) system implementation project. | | |
| <input type="checkbox"/> Pitched workflow improvements to Accenture and client leadership. | | |
| <input type="checkbox"/> Developed proof-of-concept Robotic Process Automation programs using Blue Prism. | | |
| July 2019 – August 2019 | Pactera Technologies , Redmond, WA | Software Test Engineer Intern |
| <input type="checkbox"/> Collaborated with Microsoft to implement manual firmware testing procedures on a 2020 Microsoft Surface hardware product line. Resulted in expedited firmware flashing of new factory prototypes and successful validation of manual test cases meeting product specifications. | | |
| <input type="checkbox"/> Conducted end-user and technical testing on Microsoft audio products. | | |
| <input type="checkbox"/> Gained experience in Quality Assurance and Azure DevOps. | | |

Education

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|---|---|
| Purdue University , West Lafayette, IN (2018 - Present) | B.S. in Game Development and Design, CGT
<i>Minors: Computer Science, Psychology, English</i> |
| <input type="checkbox"/> 1 st Place team in Purdue Polytechnic & Autodesk "Design & Innovation" competition for designing a cost-effective modular prosthetic leg using Autodesk software. | |
| <input type="checkbox"/> Dean's List Fall 2019 – Spring 2022. | |
| <input type="checkbox"/> GPA: 3.71, Graduation Date: May 2022. | |
| Bellevue College , Bellevue, WA (Sep 2016 to Jun 2018) | Associate Degree in Arts & Sciences |
| <input type="checkbox"/> Completed a 2-year "Associate in Arts & Sciences" degree, focusing on digital media. | |

Extracurricular

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|---|--|-------------------------|
| Oct. 2019 – May. 2021 | Game Developers United , West Lafayette, IN | Programming Lead |
| <input type="checkbox"/> Coordinated a team of programmers to develop a 2.5D action game using Unreal Engine 4. | | |
| <input type="checkbox"/> Demonstrated ability to integrate C++ with engine and Blueprint visual scripting code. | | |
| <input type="checkbox"/> Facilitated design documentation, communication between art and scripting teams. | | |
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