# Harsha Mohite

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## WORK EXPERIENCE

**Accenture**                                                                                 **Aug. 2022 – Present**
*Advanced App Engineering Analyst*                                                              *Seattle, WA*
- Achieved 200/200 NSAT score in client satisfaction for delivering PMO/data management support on commercial iOS and web applications.
- Developed data pipelines to onboard business and user data from siloed databases, enabling roll out of pilot software to 10,000 internal users across the Americas, Europe, and East Asia.
- Drove triage of customer feedback with engineering leads, enabling product team to achieve a high 35% conversion rate of premium monthly users.
- Developed bug triage standards and reporting dashboards to increase team agility, driving prioritization and completion of over 600 accessibility bugs ahead of product launch.

**Relevant Skills: Agile, Scrum, Sprint Planning, SQL, Project Management, Release Readiness, Azure DevOps, Risk & Compliance Inventories, Microsoft PowerApps**

**Accenture**                                                                          **Jun. – Aug. 2020, 2021**
*Advanced App Engineering Analyst (2021) / Tech Architecture Delivery Analyst (2020) - Internships*          *Seattle, WA*

**Pactera Technologies**                                                               **Jun. 2019 – Aug. 2019**
*Software Test Engineer - Intern*                                                               *Seattle, WA*
- Conducted 130 firmware and user tests daily, enabling engineers to address dozens of bugs and UX issues.

## GAME DEV EXPERIENCE

**Personal**                                                                                  **Jan 2024 – Now**
*Gameplay & Tools Programmer*                                                                   *Seattle, WA*
- State-driven gameplay backend with OOP single-responsibility principles.
- Implemented open-source scripting tools to allow designers and writers to author gameplay independently.
- Designed data-driven implementation for storing gameplay scripts.

**Relevant Skills: Unity, C#, Object-Oriented Programming, Data-Oriented Programming**

**Soup Initiative Games – Student Group**                                               **Jan 2021 – May 2022**
*Technical Designer, Programmer*                                                            *West Lafayette, IN*
- Coded movement and graphics components in C++ in a decoupled, state-driven pattern.
- Integrated UE5 Blueprint extendibility over performant C++ code, enabling designers to iterate quickly.

**Relevant Skills: Unreal Engine 5, Unreal Engine 4, C++, Unreal Blueprints, Git, Rapid Prototyping, Playtesting, User Acceptance Testing (UAT), UX Design, Agile, Scrum, Sprint Planning**

## EDUCATION

**Purdue University**                                                                   **Aug 2018 – May 2022**
*Game Development & Design (B.S.), Computer Science (Minor), Psychology (Minor)*          *West Lafayette, IN*
- Relevant Coursework: Data Structures & Algorithms, Computer Architecture, C Programming, Game Design, Single-Player Level Design, Multiplayer Level Design, 3D Modeling (Maya), 3D Animation (Maya), UX Design

## OTHER SKILLS

SDL, Java, Autodesk Maya, Adobe Photoshop, Adobe After Effects, Adobe Illustrator, Adobe Premiere Pro, HTML, CSS