

Harsha Mohite

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WORK EXPERIENCE

Accenture

Aug. 2022 – Present

Technical Program Manager, Advanced Application Engineering Analyst

Seattle, WA

- Delivered weekly executive updates with program metrics and release readiness, aligning stakeholders and coordinating launch schedules.
- Designed a data maintenance strategy identifying 20+ architectural pain points, recommending features to drive long-term automation and scalability.
- Automated business data pipelines with service engineers, eliminating 1,800+ hours of manual effort and improving pilot deployment efficiency.
- Analyzed SQL server schemas to compile and onboard business data into a new web application, enabling key features for 10,000 pilot users.
- Owned triage and backlog for customer feedback, driving feature and bug prioritization that contributed to a 35% premium user conversion rate.
- Built dashboards with alerts and triage reports, accelerating on-time resolution of 600+ accessibility issues.

Relevant Skills: Agile, Scrum, Sprint Planning, SQL, Project Management, Release Readiness, Azure DevOps

Accenture

Jun. – Aug. 2020, Jun. – Aug. 2021

Advanced App Engineering Analyst – Internships

Seattle, WA

- Developed Microsoft PowerApps and PowerBI reporting tools for monitoring the status of deployed RPA (Robotic Process Automation) instances, enabling automated weekly executive reports.

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 – Present

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 extensibility 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), English (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