

Harshit Dubey

Game programmer interested in making engaging and entertaining games. I frequently dabble in the game design, shader/graphics programming, a bit of creative coding, web development, and some video game UI design. Consider myself a bit of a generalist.

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SKILLS

- C#
- Unity
- Gameplay programming
- Shader/Graphics programming
- Game design
- Rapid prototyping

WORK EXPERIENCE

Masala Games

Sr. Unity Game Developer

April 2020 - Present

- Primary gameplay programmer on Detective Dotson, one of the highest-rated recent Indian indie games
- Worked on and contributed to several popular educational titles by Osmo, focusing on engaging gameplay for young audiences
- Skilled in rapid prototyping, mechanics design, gameplay ideation, and iterative refinement

Yudiz Solutions

Unity Game Developer

July 2015 - March 2020

- Led core gameplay programming for the company's first 3D and multiplayer titles, including Kabaddi Pro and Battle Bandits.
- Developed 10+ casual and hyper-casual mobile games end-to-end.
- Built gameplay systems from scratch: controls, mechanics, and game loops.
- Integrated third-party services: in-app purchases (IAP), ad networks, leaderboards, social sharing, etc.

Unity Intern

January 2015 - June 2015

- Joined as one of the first engineers in the game dev team during the early startup phase.
- Contributed to foundational systems, tools, and architecture.
- Progressed into the core development team, working on critical features and production code

PROJECTS

Detective Dotson

2024-2025

- Lead gameplay and systems programmer.
- Worked on NPC AI, quest systems, case layouts, custom routine system for NPCs.
- Contributions to game balance and design.

Loot Biskoot

2023

- Worked with UEFN when it first became available in early-mid 2023.
- Implemented custom behaviour using early versions of UEFN's Verse script.
- Quickly learned the new interface, tooling and the UEFN's prop behaviour and helped release the game under a tight deadline.

Osmo's Educational Games

2020-2023

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Worked with Osmo's custom image processing hardware for their Enchanted World Games, and Secret of the Dragons sets.

- Rapid prototyping and design iteration. High quality animations and vfx for multiple mini-games per set.
- Integration with Spine animations.
- Contributed to effects and shader work to other unreleased projects.

Kabaddi Pro

2018-2020

- First 3D multiplayer title by the company.
- Built PvP and PvE modes using Photon and WebSockets.
- Programmed AI systems from scratch along with custom material and shaders.

Casual games

2015-2018

- Worked on 10+ casual and hyper-casual games at Yudiz.
- Gameplay systems, UI, tool dev, AR/VR demos, and ad SDK integration.
- VR tech-demos in the mid-2010s
- AR projects and educational games like Scroll Phonics

Other projects

- Worked on custom in-engine tools like in-game console, map editor, and automation tools.
- Participated in a few 48 hours game jams.
- Developer and released my own game to great acclaim and very positive reviews.
- More details available on my website.

EDUCATION

S.P.B. Patel Engineering College.

Bachelor of Engineering (BE) in Electronics and Communication

2010-2014