HARSH MISHRA



UNITY GAME DEVELOPER

Hyderabad, India

daouzsoftwares.com/quick-read | Available immediately. No notice period.

EDUCATION

MSc Game Development | Backstage Pass, Hyderabad | 2023-2025
BCA | Symbiosis Institute of Computer Studies & Research, Pune | 2020-2023

SELECTED PROJECTS

Unity MCP Bridge | Agent-driven developer tooling

Extended an open-source Unity MCP integration through coding agents: editor/client connections, compile-status checks and workflow tools. Upstream: quazaai/UnityMCPIntegration.

View Project

Capital Quest | Cyberpunk visual revamp

Reworked a downloaded Unity board-game project into a cyberpunk presentation, overhauling its visual treatment while retaining the original gameplay.

View Project

Gravitality | Team project

Contributed asset placement, design discussions and work on a few scripts to a Unity gravity-puzzle game.

View Project

Misadventures of Chuckles | Professional team project

RPG in development. Directed agent-based implementation and integrated gameplay/UI, inventory/crafting and Spine animation; validated behavior in Unity.

View Project

Rig Guard for Spine | Personal Unity Editor toolkit

Agent-driven toolkit for rig-change comparison, live animation monitoring and frame-by-frame pose inspection.

View Project

EXPERIENCE

Shroom Interactive | Junior Game Developer | Feb 2026-present
No notice period to serve; available to join immediately.
Game Programmer Intern | Aug 2025-Feb 2026 | Unity Android-to-iOS porting with Xcode.

HOW I WORK

I translate gameplay requirements into architecture, direct AI coding agents through implementation, integrate features and validate behavior in Unity. Agent-based implementation is central to my process, guided by C# fundamentals, component responsibilities and data flow.

Tools: Unity, URP, gameplay UI, Git, Spine integration, Unity Editor/MCP tooling, Xcode.