

Harshit Ranjan

Game Developer | Founder, Patliputra Games

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SUMMARY

Self-taught Game Developer and Entrepreneur with 3+ years of experience in the interactive entertainment industry. Founder of **Patliputra Games**, specializing in physics-based mechanics, multiplayer systems, and cross-platform development. Successfully delivered 30+ freelance projects, including several international collaborations, with a focus on immersive user experiences and technical performance.

EXPERIENCE

Freelance Game Developer

2021 — Present

Independent Contractor | Remote

- Developed and deployed 30+ game projects for global clients, ranging from hyper-casual mobile games to complex desktop simulations.
- Specialized in **Photon Pun 2** for robust multiplayer synchronization and **Unity/C#** for high-performance game logic.
- Designed and implemented sophisticated physics-based interaction systems, improving player engagement by 40% in key titles.
- Managed end-to-end development cycles, from initial concept and prototyping to final polishing and Play Store deployment.

EDUCATION

Class 12 (Science - PCM CS)

Completed

Green Valley School for Children | Gandhinagar, Gujarat

Focused on Computer Science, Mathematics, and Physics, laying the foundation for advanced game logic and engine development.

TECHNICAL SKILLS

Engines & Frameworks: Unity (Pro), Unreal Engine 5, Flutter/Dart, Photon Pun 2.

Languages: C#, C++, JavaScript, TypeScript, Dart, SQL.

3D & Design: Blender (Modeling/Rigging), Photoshop, Illustrator.

Concepts: Multiplayer Networking, Physics Simulations, AR/VR, UI/UX Design.

SELECTED PROJECTS

Online FPS Multiplayer Shooter

[Video Link ↗](#)

A competitive shooter featuring real-time synchronization, custom weapon physics, and lobby systems. Built with Photon Pun 2 and Unity.

C#

Photon Pun 2

Networking

Thief Long Hand Puzzle

[Play Store ↗](#)

Physics-based puzzle game with unique elastic limb mechanics. Reached thousands of players on the Play Store.

Unity

Physics

Mobile

Ashes: RPG Adventure

Independent Project

Story-driven medieval action game exploring large-scale environment rendering and complex AI state machines.

EXPERTISE & INTERESTS

- **Content Creation:** Active tech vlogger sharing development insights and tutorials on international platforms.
- **Emerging Tech:** Passionate explorer of Robotics, Smart Glasses, and Arduino/Raspberry Pi integration.
- **Chess & Strategy:** Competitive chess player, applying strategic thinking to software architecture and game design.