Hainish Acharya

Portfolio: hainishacharya.me
Github: github.com/hainish1

Email: acharyahainish@gmail.com
Mobile: +1-(801) 906 9230

EDUCATION

- **University of Utah** — Salt Lake City, United States
  Bachelor of Science - Computer Science with Games Emphasis; GPA: 3.76 — *2022 - Current*
  Courses: *Operating Systems, Data Structures, Analysis Of Algorithms, Artificial Intelligence, Machine Learning, Networking, Databases*

SKILLS SUMMARY

- **Languages**: Python, C++, C-Sharp, JAVA, Kotlin, SQL, GML, JavaScript
- **Frameworks and Engines**: Unity(Core), Unreal Engine, .NET, GameMaker, Android Studio, Next.js
- **Tools**: GIT, Github, VisualStudio, VS Code, PostgreSQL, Docker, Blender, Maya
- **Platforms**: Linux, Web, Windows, AWS
- **Soft Skills**: Leadership, Management, Writing, Public Speaking, Time Management

EXPERIENCE

- **Count Inc.** — Remote
  Full Stack Developer (Part-time) — *Jan 2026 - Present*
  - **Built scalable reconciliation platform** : A full stack internal studio management app using Next.js with Google Calendar and Stripe integration.
  - **Automated Session Tracking** : Engineered billing logic with real time session reconciliation and client resolution.
  - **Multi Tenant Architecture** : Multi tenant system data model with secure auth and role based access.

- **University Of Utah - Center for Science and Mathematics Education** — On-Site
  Math Teaching Assistant (Part-time) — *August 2023 - Present*
  - **Instructional Assistance**: Assisted lead instructors in managing class activities and providing academic support.
  - **Academic Support**: Tutored students in Math-1010 and Calculus I through labs and office hours, set up Learning outcomes to improve performance and course clarity.
  - **Assessment and Grading**: Evaluated assignments and provided structured feedback to support student progress.

- **ASIMEET Innovations** — Hybrid
  Student Internship (Full-time) — *May 2025 - July 2025*
  - **Software support**: Assisted in developing and testing core development tasks and supported ongoing technical projects
  - **Technical Learning**: Applied core machine learning concepts while supporting real world discovery workflows and team deliverables.

PROJECTS

- **Cradle Of the Rift (Game Systems, Performance Engineering, Unity)**: (Work in progress) Collaborated in a team to build a fast paced 3D action roguelike. Implemented the Core Aim and Camera, Shooting, Enemy AI, Item and Inventory system, VFX and PlayerXP/Upgrade System. Published on Steam as part of the Capstone Project. Tech: Unity, C-Sharp, Statemachines, Shadergraph, Cinemachine, Blender. (February '26)

- **Top Down Shooter**: Built a Unity action shooter implementing custom player controller, enemy AI sate machines, boss combat logic, procedural level generation, car mechanics. Optimized to sustain real time performance. Tech: Unity, C-Sharp, NavMesh, Cinemachine, Blender. (May '25)

- **Mood based Game Discovery Platform**: (In-Progress) An AI driven game recommendation platform that maps user mood inputs to personalized game suggestions. Tracks genre niches, market charts, current player attentions, and enables community style reviews similar to Letterboxd. Tech: Next.js, TypeScript, Python, OpenAI API, SQL, Steam API (November '25)

- **Mobile Draw - Android**: Led Core development of a Kotlin based social drawing platform with cloud sync, secure auth flows, and real time image sharing, designing Ktor APIs and optimizing bitmap performance for mobile scalability. Tech: Kotlin, Android Studio, Ktor, Jetpack Compose, Room, Coroutines, C++ JNI (April '25)

- **Pixel Sprite Editor**: Sprite editor with the ability to add/remove frames, brush sizes, onion skin, animation preview, adjustable FPS, save/load projects. Tech: C++, Qt (March '24)

HONORS AND AWARDS

- Deans List - University of Utah College of Engineering - (2022 to 2025)