Hainish Acharya

134S, 400E
Salt Lake City, UT 84111
(801) 906 9230
acharyahainish@gmail.com , u1399782@utah.edu

Passionate and dedicated Computer Science undergraduate with a focus on game development, seeking opportunities to leverage strong programming skills, game design expertise, and hands-on project experience to contribute to innovative gaming projects and software development teams.

Skills

Technical Skills:

Programming Languages: C++, C#, Java, Python, GML

Game Engines: Unreal Engine, Unity, GameMaker 2D

Software & Tools: VSCode, Maya, Blender, Qt, Adobe Suite, Microsoft Office

Hardware/Machines: Windows, Mac, Linux

Concepts: Data Structures & Algorithms (DSA), Game Development, Software/App development, 3D Modelling, Visual Scripting, Game Design, Narrative Design

Soft Skills:

Collaboration & Team Leadership

Problem-Solving

Communication Skills

Project Management

Creative Thinking

Working in a Stressful situation

Education

2022 - Present

University Of Utah
Salt Lake City, UT

Bachelor of Science in Computer Science, Games Emphasis
Expected Graduation: May 2026
GPA: 3.728

2019 - 2021

Bhavans Bhagwandas Purohit Vidya Mandir
Nagpur, India

High School Diploma

2019

Central India Public School

Nagpur, India
Completed 10th Grade

Experience

Math Learning Assistant
University Of Utah
Salt Lake City, UT
August 2023 - December 2024

Assisted in Math 1010 Intro to Interm Algebra and Math 1210 Calculus 1.
Conducted tutoring and Lab sessions, helped students with homework, setting up learning goals, any doubts, and did some grading.
Supported lead instructors in managing class activities and providing academic support.

Volunteer Tutor Help
Private Tutoring Classes
Nagpur, India
2019-2021

Assisted the teacher in managing classroom activities.
Helped students understand homework assignments and concepts
Graded work in class to provide immediate feedback to peers.

Projects

Educational Chemistry App
Description: Developing an engaging educational application to teach chemistry reactions using Box2D physics.
Role: Developer
Technologies: C++, Qt, Box2D

Cyber Shadow
Description: A 2.5D cyberpunk action game with story-based cutscenes
Role: Lead Engineer
Responsibilities: Player Setup, animations, attack mechanics - Sword and Gun, Dash and Wall jump mechanics, enemy setup, UI, cutscenes
Technologies: C#, Unity

Pixel Sprite Editor App
Description: Created a pixel Sprite editing application, that has ability to add remove frames, change brush sizes, a Onion Skin feature to help with drawing for animation, and an animation

Preview frame to preview the sprite animations along with the ability to adjust the FPS. The App also has the ability to save and load a project.
Role: Developer (Team of 6)
Technologies: C++, Qt

Simon Game Clone
Description: Replicated the classic Simon Game
Role: Developer (Team of 2)
Technologies: C++, Qt

The God Of Gatcha is on My Side
Description: A 2D gatcha game featuring an arcade action combat, a card system, attack setups, ability upgrades, and enemy AI
Role: Engineer
Responsibilities: attack mechanics, card system, card saving data structure, ability upgrades, etc.
Technologies: GML, GameMaker 2D

The Journey (Machinima Project)
Description: A Machinima project based on the Gilgamesh Classic that makes excellent use of Unreal Engine 5, and the Metahuman characters, especially facial animations.
Role: Lead Engineer
Responsibilities: Face animations, character setup, movement, and overall engineering
Technologies: Unreal Engine

Networking/Chat Application
Description: Created a chat application with networking capabilities in C#.
Technologies: C# XAML

Agario Game Clone
Description: A clone of the popular Agario Game utilizing JSON for Data. The game also has multiplayer capabilities where other players are able to join and play.
Technologies: C# and XAML

Excel-Type Application
Description: Created a spreadsheet application similar to excel in C#.
Technologies: C# XAML

2D Platformer Game
Description: Developed a 2D platformer using Visual Scripting in Unity, that features 3 levels, a main menu, obstacles, and a win screen.
Technologies: C#, Unity

Falling Sand Simulator

Description: Simulate falling sand with a dynamic brown color shift in Pygame
Technologies: Python

Minesweeper Game Prototype
Description: Developed a functional prototype of Minesweeper
Technologies: C++, Qt

3D Platformer and Multiplayer Shooter (In progress)
Technologies: C++, Unreal Engine

Leadership and Awards:
School Captain
Head of the Debate Team
Best Male Speaker Award at Times of India Parliament Debate