

HARSH BOKEN

Game Design, UI/UX, 3D and Films
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JULY '22 - DEC'25

Part-Time Sales Associate | St Regis Fine Wine & Spirits | Downtown Vancouver

Provided excellent customer service, handled transactions accurately, and maintained store organization.

Developed strong communication, teamwork, and time-management skills while balancing work and academic commitments.

PROJECTS / WORK

Undergraduate Project : Crown of The Throne, Simon Fraser University, Vancouver

JANUARY 2025 – APRIL 2025

As a core member of the *Crown of the Throne* development team, I contributed to game design, 3D environment creation, and narrative development. I was responsible for designing key gameplay mechanics, modeling immersive medieval settings, and shaping the storytelling experience. I collaborated closely across disciplines to ensure a cohesive and engaging player journey.

Undergraduate Project : SeniorCircle, Simon Fraser University, Vancouver

SEPTEMBER 2023 – JANUARY 2024

As part of the *SeniorCircle* project team, I contributed to the design, interactive prototyping, and user research focused on senior citizens. I helped design an intuitive event discovery platform tailored to accessibility needs, using tools like ProtoPie. I also supported user testing sessions to refine the app based on real feedback from our target audience.

Undergraduate Project : The Pill, Simon Fraser University, Vancouver

JANUARY 2023 – APRIL 2023

As the Sound Designer for *The Pill* short film, I was responsible for creating the film's auditory landscape, enhancing mood, tension, and emotional depth through carefully crafted soundscapes. I worked closely with the production team to ensure seamless integration of sound with visuals, contributing to the film's overall storytelling impact. My role included sound editing, mixing, and designing original effects to support the narrative tone.

EDUCATION

BA Interactive Arts & Technology (Concentration in Creative Media), Simon Fraser University, Vancouver

JANUARY 2020 – APRIL 2025

I am a recent Bachelor of Arts graduate in Interactive Arts and Technology (IAT) from Simon Fraser University, with a passion for creating immersive digital experiences. My strengths lie in Game Design, 3D Development, UI/UX Design, and Short Film Production – fields where I blend creativity, technical skill, and storytelling to bring ideas to life.

SKILLS

Maya



Unity



ProtoPie / Figma



Premier Pro



INTERSHIPS

Game Designer, Pearl Academy, New Delhi

MAY 2023 – SEPT 2023

Worked as a Game Designer intern at Pearl Academy, New Delhi, where I contributed to the development of game concepts, mechanics, and level designs. Gained hands-on experience in creating engaging gameplay experiences while collaborating with cross-functional teams to bring ideas to life.

LANGUAGES

English



French



Hindi

