

Rahul Kumar

Game Developer | Unity, Unreal, Roblox, AR/VR Expert

+917618012673 @ rahulkumarworkid@gmail.com Ranchi, India

EXPERIENCE

Unity Developer

- Rug Artisan Ltd** 07/2024 - Present London, UK
- Developed an AR product display system using Three.js, enabling users to view products in augmented reality similar to Amazon's AR feature, enhancing customer engagement and conversion.
 - Built a product configurator using Unity, allowing users to customize products in real-time and make informed purchase decisions.
 - Integrated WebGL-based rendering and 3D assets in both web and mobile platforms, ensuring seamless performance across devices.
 - Optimized 3D models and textures for AR and configurator environments, improving load times and user experience.
 - Implemented UI/UX enhancements to ensure smooth user interaction and increase time spent on the platform.
 - Managed deployment and testing across platforms, ensuring compatibility with browsers and mobile devices for AR functionality.
 - Collected and analyzed user feedback to refine features and improve product visualization tools.

Roblox (Metaverse) Developer

- DataPeace** 11/2022 - 11/2023 Delhi, India
- Developed and maintained game mechanics, systems, and core features in Roblox Studio, ensuring smooth gameplay experience and high player engagement.
 - Collaborated closely with game designers, modelers, and level designers to implement scripts, mechanics, and assets into the game.
 - Scripted gameplay logic using Lua, handling animations, player progression, inventories, and in-game economy.
 - Optimized code performance, reducing server-side lag and ensuring seamless multi-player experiences with low latency.
 - Led a small team of developers, assigning tasks, conducting code reviews, and mentoring junior team members.
 - Integrated APIs for analytics, player authentication, and external asset management systems within the Roblox ecosystem.
 - Debugged and resolved complex issues related to gameplay, UI, and network synchronization across multiple platforms.

Roblox (Metaverse) Developer

- True Value Access** 03/2022 - 10/2022 Delhi, India
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SUMMARY

Experienced **Game Developer** with **4.5+ years** of expertise in developing immersive experiences across multiple platforms, including **Unity3D, Unreal Engine, and Roblox Studio** for the **Metaverse**. Skilled in crafting engaging **augmented (AR) and virtual reality (VR)** applications, from **conceptualization to execution**. Adept at building high-quality gaming products that captivate users and deliver exceptional experiences. Committed to leveraging cutting-edge technologies to create innovative solutions that excite and engage audiences.

EDUCATION

B Tech, Computer Science and Engineering
Sam Higginbottom University of Agriculture, Technology and Sciences
2012 - 2016 Prayagraj, India

M Tech, AI, and Data Science
Indian Institute of Technology, Patna
08/2024 - Present Patna, India

TECHNICAL SKILLS

Unity Unreal Engine Roblox Studio

Three.js WebGL C# C++ Lua

JavaScript/TypeScript AR/VR Development

ARCore/ARKit Integration AR Foundation

Vuforia SDK Git / Version Control

Asset Integration & Optimization

3D Rendering User Interface Optimization

Cross-Functional Team Collaboration

Small Team Management

Problem-Solving and Critical Thinking

Adaptability and Flexibility

FIND ME ONLINE

 **LinkedIn**
www.linkedin.com/in/rahul-kr-qzr

Computer Graphics Engineer

Vizara Technology Pvt

📅 08/2019 - 07/2020 📍 Delhi, India

- **Developed immersive 3D walkthrough simulations** using **Unity**, showcasing famous Indian heritage sites, enhancing user engagement through interactive storytelling.
- **Created AR experiences** for mobile devices, allowing users to explore cultural heritage virtually through augmented reality.
- **Built VR experiences** for headsets, delivering lifelike virtual tours of heritage sites, promoting cultural education and tourism.
- **Integrated audio, animations, and interactive elements** to create engaging, immersive user experiences.
- **Managed cross-platform deployment**, ensuring compatibility across **iOS, Android and VR headsets**.
- **Performed testing and troubleshooting** to eliminate bugs and ensure smooth user experience in AR/VR environments.
- **Collected and analyzed user feedback**, iterating on features to improve immersion and interactivity.

Game Programmer

Tiny Shark Interactive Pvt

📅 08/2016 - 11/2017 📍 Hyderabad, India

- **Developed and implemented gameplay mechanics** using **Unreal Engine**, ensuring engaging and responsive player interactions.
- **Collaborated with animators** to integrate character animations and ensure smooth transitions between game states.
- **Designed and maintained UI elements**, enhancing user experience with intuitive menus, HUD's, and game interactions.
- **Assisted in the development of in-house tools** in **Unreal Engine**, improving workflow efficiency for the design and development teams.
- **Debugged and optimized game code**, ensuring stable frame rates and smooth gameplay on target platforms.
- **Worked closely with designers** to align mechanics and game systems with creative vision and game flow.
- **Contributed to testing and bug-fixing processes**, ensuring seamless player experience throughout development.
- **Used version control tools** like Git and TFVC to collaborate effectively within a team-oriented development environment.



Portfolio

rahulkumarworkid.in