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

Q 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

iii 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
- 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

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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**

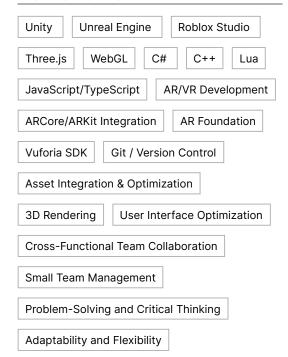
苗 2012 - 2016 👂 Prayagraj, India

M Tech, AI, and Data Science

Indian Institute of Technology, Patna

08/2024 - Present ♀ Patna, India

TECHNICAL SKILLS



FIND ME ONLINE



LinkedIn

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

Computer Graphics Engineer

Vizara Technology Pvt

- 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.

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Portfolio

rahulkumarworkid.in

