Rishi Chauhan

Systems-focused Game Developer with hands-on experience building gameplay, AI, and progression systems in Unity through personal projects. Strong foundation in C#, object-oriented design, and scalable architecture. Known for clean implementation, problem-solving, and the ability to quickly adapt to new technical challenges.

Contact

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Website, Portfolio, Profiles

www.linkedin.com/in/rishi-chauhan

rishichauhan09.github.io

github.com/RishiChauhan09

Projects

City Café – *Cozy Café Management Game*

- Developed a PC café simulation where players manage orders, staff, and upgrades, creating a fun and addictive gameplay loop.
- Implemented customer AI using state machine architecture, in-game economy, shop, mission, and progression systems.
- Designed custom shaders, visual effects, and audio integration to enhance player immersion.
- Streamlined project workflow with editor tools and organized 100+ scripts for scalability.
- Technologies/Skills: Unity, C#, Game Systems, UI/UX Design, Audio Integration, Project Organization.

Echo Run – *Fast-Paced Puzzle Platformer*

- Created a time-based puzzle platformer challenging players to reach the goal before resets pull them back.
- Built responsive controls, level design, and gameplay balancing to maintain tension and reward skillful play.
- Optimized game feel through timing, animations, and subtle camera feedback.
- Emphasized iterative development to refine mechanics and enhance player engagement.
- Technologies/Skills: Unity, C#, Level Design, Gameplay Optimization, Animation, Game Balancing.

LinkIt – *Fast-Paced Match-3-Style Puzzle Game*

- Designed and developed a fast-paced, time-based puzzle game focused on linking matching shapes to build combos under pressure.
- Implemented a custom grid-based match system inspired by match-3 mechanics with dynamic chaining and score calculation.
- Built responsive touch and mouse input handling to ensure precise line drawing and smooth player control across devices.
- Optimized performance for smooth gameplay by minimizing unnecessary updates and improving object handling on the grid.

Skills

Technical Skills

- C# Programming
- Unity Game Development
- Object-Oriented Programming (OOP)
- Gameplay Systems Development
- Finite State Machines (FSM)
- NPC AI & Behavior Logic
- Debugging & Optimization

Education Background

B.Sc.I.T.

SVKM's Usha Pravin Gandhi College of Arts, Science and Commerce
2023 - 2026 (Expected)

12th Commerce

Sardar Vallabhbhai Patel Vidyalaya and Jr. College
2021 - 2023

10th CBSE

Tapovan Vidhyalay Bhayandar
2021