Rahul Kaushik

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Profile

Game dev with 10+ yrs experience across PC, console, mobile. Skilled in Unity, Unreal, Godot, Construct3, team leadership, and crafting innovative, immersive player experiences.

Experience

DEVELOPMENT TEAM LEAD | MEASURE PRACTICE MANAGEMENT | 2021 – 2025
- Lead, Mentor, and Manage a high-performing development team, fostering a collaborative and results-driven work environment.
- Heading R&D on the Product's New Features and Optimization.
- Responsible for Tech-Stack Selection for both Frontend and Backend, Risk Management, Reporting and Documentation, Quality Control, Cross-Departmental Coordination etc.

DEVELOPMENT TEAM LEAD | DARK PYRE INTERACTIVE | 2020 – 2021
- Generating new ideas for In-House games (Mobile)
- Managing Team of Talented Unity Developers
- Project Management and Client Interaction for Service Products
- Heading R&D on the Service Product's Features and Optimisation.

LEAD GAME DEVELOPER | METADESIGN SOLUTIONS | 2016 – 2020
- Managed a Team of Unity, Cocos2DX and Construct developers making games across various different platforms.
- Reporting and Documentation, Quality Control, Cross-Departmental Coordination etc.

SR. UNITY DEVELOPER | KIMAYA INFOTECH | 2015 – 2016
- Lead a Team of Unity Developers making Casino Games
- Cross Platform Development, porting to Android and Linux.
- SSL/TLS integration for Backend to Frontend Socket connection.
- Writing various RNGs for Casino Games.

SR. UNITY DEVELOPER | VIRTUAL INFOCOM | 2014 – 2015
- Leading Team of Unity Developers, 2D &3D Artists, Animators etc.
- Publishing games to various storefronts
- Monetisation of Apps (Ads, lAPs etc)
- Quality Control, Cross-Departmental Coordination etc.

Education

PG DIPLOMA IN GAME DEVELOPMENT | APRIL 2015 | ICAT, BANGALORE, KARNATAKA

B.TECH IN COMPUTER SCIENCE AND ENGINEERING | JULY 2013 | KUK, KURUKSHETRA, HARYANA