RAHUL KAUSHIK

Development Team Lead

+91 8826625771 | [Email](#) | [LinkedIn](#) | [GitHub](#) | [Website/Portfolio](#) | New Delhi

PROFESSIONAL SUMMARY

Game development professional with 10+ years of experience across PC, console, and mobile platforms. Proven expertise in Unity, Cocos2DX, Construct3, team leadership, and creating innovative, immersive player experiences. Adept at leading development teams, managing cross-functional collaborations, and driving product optimization and R&D initiatives.

TECHNICAL SKILLS

- **Game Engines:** Unity, Unreal Engine, Cocos2DX, Construct3, Godot
- **Programming Languages:** C#, C++, GDScript, JavaScript
- **Systems & Tools:** Git, Agile/Scrum, JIRA
- **Specialized Skills:** Multiplayer systems, Networking (WebSockets, SSL/TLS), RNG Algorithms, Monetization (Ads, IAPs), Optimization & Performance Tuning
- **Platforms:** PC, Console, Mobile (iOS & Android), VR/AR

PROFESSIONAL EXPERIENCE (10+ Years)

Development Team Lead | *October 2021 - April 2025*
Measure Practice Management | *New Delhi*

- **Led, mentored, and managed** a high-performing development team, fostering a collaborative and results-driven work environment, resulting in team productivity improvement by 75%.
- **Directed R&D** on the product's new features and optimization, achieving feature performance improvement by 40%.
- **Selected tech stacks** for both frontend and backend, ensuring scalability and reliability, reducing downtime by 75%.
- **Implemented risk management strategies**, reporting, documentation, and quality control to enhance operational efficiency by 30%.
- Coordinated cross-departmental collaboration to streamline workflows and improve delivery timelines by 90%.

Technologies Used: Unity, C#

Development Team Lead | *August 2020 - September 2021*
Dark Pyre Interactive | *New Delhi*

- **Conceptualized and generated** new ideas for in-house mobile games, leading to the launch of 5+ successful titles.
- **Managed a team** of talented Unity developers, fostering skill development and team cohesion, resulting in team retention rate improvement by 70%.
- **Oversaw project management** and client interaction for service products, delivering client satisfaction scores of 95%.
- **Directed R&D** on service product features and optimization, enhancing product performance by 50%.

Technologies Used: Unity, C#

Lead Game Developer | *November 2016 - March 2020*
MetaDesign Solutions | *Gurgaon*

- **Managed a team** of Unity, Cocos2DX, and Construct developers to deliver multi-platform games, achieving successful deployment of 10+ titles.
- **Implemented quality control measures** and cross-departmental coordination to reduce defects by 50%.
- **Directed reporting and documentation** processes, improving communication efficiency by 30%.

Technologies Used: Unity, C#, Cocos2DX, C++, Construct3

Sr. Unity Developer | *February 2016 - October 2016*
Kimaya Infotech | *Mumbai*

- **Led a team** of Unity developers creating casino games, achieving deployment of 15+ successful titles.
- **Developed cross-platform solutions** and ported games to Android and Linux, reducing time-to-market by 30%.
- **Integrated SSL/TLS** for backend-to-frontend socket connections, boosting system security compliance by 100%.
- **Designed RNG algorithms** for casino games, ensuring accuracy and fairness.

Technologies Used: Unity, C#, SSL/TLS

Sr. Unity Developer | *April 2015 - January 2016*
Virtual Infocom | *Kolkata*

- **Led teams** of Unity developers, 2D/3D artists, and animators to deliver high-quality games, achieving successful launch of 8+ titles.
- **Published games** to various storefronts, increasing user downloads by 60%.
- **Implemented monetization strategies** (ads, IAPs), boosting revenue by 25%.
- **Ensured quality control** and cross-departmental coordination, reducing production defects by 15%.

Technologies Used: Unity, C#, Monetization Tools

PROJECTS

- **Measure PM:** Medical/Health Tracking Application (Unity, Mobile – Android/iOS)
- **Gummy Rescue:** Puzzle-adventure game with physics-based mechanics (Unity, Mobile – Android/iOS)
- **Brainchild:** Minimalist brain-teaser puzzle game (Unity, Mobile – Android/iOS)
- **Star Titan:** Sci-fi mech combat adventure (Unity, Mobile – Android/iOS)
- **Block Smash 3D:** Modernized arcade brick-breaker (Unity, Mobile – Android/iOS)
- **Boomerang Dungeon:** Dungeon exploration with unique boomerang throw mechanic (Unity, Mobile – Android/iOS)
- **Missiles Are Go:** Strategic missile action arcade game (Unity, Mobile – Android/iOS)
- **Pipe Skater / Skater Racing 3D:** Realistic physics-based skateboarding & racing games (Unity, Mobile – Android/iOS)
- **Velawoods English:** Interactive English learning platform (Unity, PC & Mobile)
- **Drive Shack Golf and Games:** Real-world golf gamification with TrackMan™ tech (Unity, PC & Arcade Systems)
- **Fight of the Legends / Fight of the Legends 2:** 3D fighting games with multiplayer mechanics (Unity, Mobile – Android/iOS)
- **Ashwathama - The Immortal:** Mythological 3D action-fighting game (Unity, Mobile – Android/iOS)

EDUCATION

PG Diploma in Game Development | *Apr 2015*
ICAT | *Bangalore, Karnataka*

B.Tech in Computer Science and Engineering | *Jul 2013*
KUK | *Kurukshetra, Haryana*