



# RAHUL KAUSHIK

TEAM LEAD | UNITY DEVELOPER

## CONTACT

☎ +91-8826625771

✉ gamedev.kaushik@gmail.com

📍 791, Sector 8, RK Puram,  
New Delhi - 10022

## EDUCATION

2014 - 2015

ICAT DESIGN & MEDIA COLLEGE

- PD Diploma in Game Development

2009 - 2013

KURUKSHETRA UNIVERSITY

- B.Tech in Computer Science

## SKILLS

- Project Management
- Public Relations
- Teamwork
- Time Management
- Leadership
- Effective Communication
- Critical Thinking

## LANGUAGES

- English (Fluent)
- Hindi (Native)

## PROFILE

A seasoned Unity Game Developer and Project Manager with over a decade of hands-on experience, I've dedicated my career to bringing imaginative game concepts to life. Specializing in Unity and C#, I have a proven track record of developing engaging, high-quality games across various genres for Windows, Mac, Android and IOS. My expertise extends beyond coding to encompass comprehensive project management and team leadership, ensuring projects are delivered on time, within budget, and above expectations.

## WORK EXPERIENCE

### Measure Practice Management

2021 - 2025

Development Team Lead (Consultant)

- 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 Optimisation.
- Responsible for Tech-Stack Selection for both Frontend and Backend, Risk Management, Reporting and Documentation, Quality Control, Cross-Departmental Coordination etc.

### Dark Pyre Interactive

2021 - 2024

Development Team Lead (Consultant)

- 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.

### Freelance Developer

2019 - 2020

AR Development

- Wormhole : Social Event and Communication Application using the Power of AR for Interaction with People around the globe with real-time position data using Earth-centered, Earth-fixed coordinate system

### MetaDesign Solutions

2016 - 2019

Team Lead

- Managed a Team of Unity, Cocos2DX and Construct developers making games across various different platforms.
- Reporting and Documentation, Quality Control, Cross-Departmental Coordination etc.

## ACADEMIC PROJECTS

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- Line Following & Cell phoneControlled Robot (Embedded C)
- Space Invaders Game (HAAF's Game Engine - C++)
- Text-Based DOS Game (C++)
- 2.5D Side Scroller Game (Unity)

## ACHIEVEMENTS

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- WINNER - National Level (Cell phone controlled robot )
- WINNER - Regional Level (Line Following Robot)
- University Computer Science Olympiad (1st Position)
- WINNER - Project Exhibition (Space Invaders Game)
- RUNNER-UP - NASSCOM Game Jam Titans (2.5D Side Scroller Game)

### Kimaya Infotech

2016 - 2016

Sr. Unity Developer

- 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

### Digital Agents Interactive

2015 - 2016

Game Developer

- Developing VR Games and APPs in Unity and Unreal.
- Google Cardboard and Oculus Development

### Virtualinfocom

2015 - 2015

Sr. Unity Developer

- Leading Team of Unity Developers, 2D & 3D Artists, Animators etc.
- Publishing games to various storefronts
- Monetisation of Apps (Ads, IAPs etc)
- Developing Games, Mentoring other Developers
- Quality Control, Cross-Departmental Coordination etc.

### i-Greens Softech

2013 - 2014

Senior Web Developer

- Front-End Development (ASP.NET)
- Back-End Development (MySQL, SQLServer)
- E-Commerce Platform Development
- Job Portal Development
- Lead, Mentor, and Manage a Team for ASP.NET developers, Trainees and Web Designers

## CERTIFICATIONS

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### Game Programming Certificate

2012

S.A.G.E. Infolabs

### Core Java & Advanced Java

2010

AptechAptech