

Lalit Kumar Chauhan

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WORK EXPERIENCE

IDZ Digital pvt ltd	WFH
<i>Game Developer</i>	<i>Oct 2024 - Feb 2025</i>
<ul style="list-style-type: none">Spearheaded the development of 10+ high-quality mobile games using Godot Engine, Unity 2D/3D, and Android Studio, resulting in a 35% increase in user engagement and significantly enhancing the company's gaming portfolio.Optimized game performance by implementing mobile-specific techniques, achieving 40% faster load times, 60+ FPS stability, and 100% crash-free sessions across Android devices.Led the integration of AdMob, strategically placing ads to boost monetization; increased in-game ad revenue by 20% while maintaining a 4.5+ user rating for gameplay experience.Collaborated with cross-functional teams including designers, artists, and developers, facilitating rapid prototyping and deployment of 5+ games within 5-month cycles.	
Spareprovider.com	Faridabad, Haryana
<i>Software Trainee</i>	<i>Jan 2024 - Jul 2024</i>
<ul style="list-style-type: none">Developed an Employee Management System using Python, Django, RESTful APIs, Bootstrap, and MongoDB, MySQL, enabling real-time data access, updates, and predictive insights with up to 98% accuracy.Designed an interactive dashboard that boosted productivity by 85% and reduced absenteeism by 72%, through efficient data preprocessing and real-time performance tracking	

PROJECT EXPERIENCE

University Minor Project	Faridabad, Haryana
<i>AR Indoor Navigation Application</i>	<i>Sep 2023 - Dec 2023</i>
<ul style="list-style-type: none">Created an AR Indoor Navigation project using C#, AR, Unity, ARcore, and AI navmesh to produce a 3D map of the location, achieving a 95% accuracy in wayfinding.Implemented AI navmesh for efficient route planning, resulting in a 90% reduction in navigation errors and significantly enhancing user experience within indoor environments.	
Personal Project	Faridabad, Haryana
<i>VR Forklift Simulation</i>	<i>Mar 2024 - May 2025</i>
<ul style="list-style-type: none">Built a VR + Desktop forklift simulation in Unity 2022.3 using Unity XR Toolkit, simulating real-world operations including ignition, lifting, and safe load placement.Integrated hybrid input support (VR and keyboard), in-cabin UI with step-by-step instructions, and real-time error logging for task accuracy and user guidance.Applied Rigidbody physics, Oculus/SteamVR support, and modular code architecture to deliver a scalable and immersive XR training experience.	
Personal Project	Faridabad, Haryana
<i>2D Slot Machine Game</i>	<i>May 2025 - Jun 2025</i>
<ul style="list-style-type: none">Developed a modular slot machine game in Unity using C#, with separate scripts for reel logic, win detection, and balance management.Implemented coroutine-based reel animations, 2D-array line-pay win logic, and responsive UI updates for smooth gameplay feedback.Focused on writing clean, reusable code to simulate realistic slot behavior, ensuring scalability and maintainability across future features.	

EDUCATION

J.C Bose University of Science and Technology	Faridabad, Haryana
<i>Master in Computer Applications CGPA : 7.46</i>	<i>Graduation Date: Jul 2024</i>

SKILLS

Tools & Technologies : Python | HTML | CSS | JavaScript | Bootstrap | Tailwind | Java | C# | SQL | Unity 3D/2D | Android studio | Godot | Git | GitHub | Admob | Prompt building | AI Tool integration |

PORTFOLIO

- <https://lalit-kumar-chauhan-portfolio.netlify.app/>
- <https://github.com/lalitchauhan179>
- <https://www.linkedin.com/in/lalit-chauhan179/>