

RAHUL CHANDRA

Unity Developer

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PROFILE

Unity Developer with 4+ years of experience specialising in mobile game development and casual games using Unity (C#). Skilled in creating engaging, player-focused gameplay mechanics, and optimising performance for seamless, high-quality player experiences.

Skills: UI Development, Mobile Optimization, Game Physics, AI Systems, Procedural Animation

EXPERIENCE

4+ Years

Unity Developer | Freelance

Remote(UK) | Nov 2023 - Present

- Built and improved gameplay systems, tools, and animations in Unity, making sure they work smoothly and run well. Focused on creating great experiences for players on mobile platforms.

Sr. Unity Developer | BeGames Ltd. (MVG Studios)

London, UK | Jan 2022 - Sep 2023

- Developed games that reached No.1 on the UK app store and collaborated with the award-winning band 'The Wombats.' Additionally, developed two games for prominent music industry figures.
- Shipped titles including [The Wombats: Official Game](#), [Mavin All-Stars](#), [TikkyTokkyDropGame](#).
- Collaborated with the artists to implement a UI system using the DO-Tween plugin, improving game performance by 15%.
- Implemented Unity Ads, In-App Purchases, and Leaderboards, boosting monetisation and user engagement by 25%.
- Created [Custom Unity Editor Tools](#), enhancing Unity project organisation and reducing setup time by 20%.
- Optimised game code and reduced load times by 30%, leading to a decrease in player drop-off rates.

Unity Software Developer | HoloWorld

Mysore, India | June 2021 - Feb 2022

- Developed interactive GUI systems and AR-based educational content for public schools in India, improving student engagement through optimised, curriculum-aligned modules.

Unity Developer | Piper Play Studio

Bengaluru, India | Dec 2020 - June 2021

- Rapidly prototyped new game ideas, resulting in a 30% faster iteration cycle and aligning with emerging trends.
- Utilised Scriptable Objects for efficient data management, and JSON for saving/loading game states.

RELEVANT PROJECTS ([Playable Demos @ itch.io](#))

Unity Casual Games Collection: Unity Engine | C#

2020-Present

- Developed multiple casual games with varied mechanics and solutions, applying touch controls, simple physics, and intuitive UI for an optimal mobile experience.
- Used design patterns and object pooling to ensure a maintainable codebase and optimised performance.

Unity Commercial Game Mechanics Collection: Unity | C#

2020-Present

- Archery Mechanics** | Built a physics-based archery system with realistic aiming, arrow trajectories, and hit detection.
- Parkour-Traversal** | Created parkour mechanics with vaulting, climbing, and wall running.
- DOTS and Game Mechanics** | Explored Unity DOTS to optimise performance in large-scale simulations and complex systems.

EDUCATION

Masters of Science (MSc) | Computer Animation & Visual Effects

Bournemouth University

Bournemouth, England | Sept 2023 - Sept 2024

- Grade:** Distinction

Bachelor of Technology | Computer Science Engineering in Graphics and Gaming

University of Petroleum and Energy Studies

Dehradun, India | 2017 - 2021

- Grade:** 3.5 GPA or 2:1

CERTIFICATION

[AI Algorithms for Gaming](#) | LinkedIn

Sep 2020

Certification in AI algorithms for game development, focusing on pathfinding, decision trees, and behavior trees for NPCs.