

RAHUL WALIA

UNITY GAME DEVELOPER

South Delhi, India • [Phone](#) • [Gmail](#) • [LinkedIn](#) • [GitHub](#) • [Portfolio](#)

PROFILE SUMMARY

Passionate and performance-driven Game Developer with specialized expertise in Unity 2D/3D and modern gameplay programming. Adept at transforming creative concepts into immersive, stable, and low-latency interactive experiences. Proven ability to engineer scalable gameplay mechanics, develop intuitive UI/UX frameworks, and optimize rendering performance across cross-platform mobile games and real-time enterprise simulations.

TECHNICAL SKILLS

Game Engines & Tech: Unity 2D, Unity 3D, WebGL, DOTween, C#, C++, GitHub

Game Development: Game Programming, Game Design, Level Design, Animation, Figma

Software Engineering: Object-Oriented Programming (OOP), Data Structures, Database Systems, Clean Architecture

PROFESSIONAL EXPERIENCE

Software Engineer - SQUARE YARDS

Oct 2025 - Present

- Engineered core 3D features and modular object placement systems for Blocks, a real-time Unity 3D interior design platform.
- Built object transformation and scene interaction systems to improve usability and overall real-time rendering performance.

Software Engineer Intern - SQUARE YARDS

Jul 2025 - Oct 2025

- Designed and developed three Unity-based mobile titles from concept to implementation: Last War, Card War, and Truth & Dare.
- Optimized game performance by reducing memory usage, improving frame rates, and enhancing loading times across target devices.

Game Developer Intern - JABSZ GAMING STUDIOS LLP

Sept 2024 - Apr 2025

- Enhanced UI/UX, optimized performance, and overhauled runtime mechanics for the action title Zombie Rush.
- Collaborated on cross-platform mobile titles, focusing on gameplay mechanics, asset integration using C#, and eliminating processing overhead.

KEY PROJECTS

Voxel Crafter (3D Sandbox)

May 2025 - Jun 2025

- Developed a creative 3D sandbox game in Unity (WebGL) focusing on procedural placement and efficient data structures.

Card War & Truth & Dare (Mobile 2D)

Jun 2025 - Aug 2025

- Engineered engaging card-logic systems with a competitive AI bot (Card War) and age-tailored dynamic data prompts (Truth & Dare).

Path Flex & Last War (Action/Arcade)

Aug 2025 - Sep 2025

- Designed complex programmatic path-finding and adaptive difficulty systems (Path Flex).
- Programmed collision-based recruitment mechanics and scalable upgrade systems (Last War).

Escape Route (3D WebGL)

May 2024 - Nov 2024

- Configured custom rigid-body physics and navigation mechanics for flawless spatial interactions in a city-themed puzzle environment.

EDUCATION & CERTIFICATIONS

B.Tech in Computer Science & Engineering

Aug 2021 - Aug 2025

Jamia Hamdard University, Delhi (CGPA: 7.66)

Senior Secondary (XII), Science

Mar 2020 - April 2021

Kendriya Vidyalaya AFS Tughlakabad, Delhi (Percentage: 70.6%)

Certifications

- Udemy:** Complete C# Unity Game Developer 3D
- LinkedIn:** Unity 2023 Essential Training, Scripting with C#, Animation and Cinematics, OOP with C#, Git/GitHub
- Swayam:** Intro to Database Systems, Programming in Modern C++, Data Analytics with Python