Rushikesh Prajapati

Game Developer | rushikeshprajapati01@gmail.com | LinkedIn | GitHub | riesch.dev

SKILLS

Engines: Unity, Godot, LÖVE

Languages: C#, C/C++, GDScript, Kotlin, Lua, Python, JavaScript, PHP, SQL

Game Systems: Gameplay Programming, Physics Systems, Multiplayer Systems, Procedural Generation, AI Behavior Systems, Level Design

Graphics / GPU: Compute Shaders, Shader Development, GPU Programming, Real-time Simulation

Platforms & Tools: Android, Flutter, AdMob, StoreKit, Firebase, Git, Linux, Docker

SUMMARY

Game developer with two commercial titles on Google Play, Wise Warrior (Godot) and Word Search (Flutter). I work across gameplay, engine-to-platform integration and the backend systems behind a live game, and build physics, multiplayer and GPU simulation projects in Unity.

EXPERIENCE

Menstrupedia May 2026 – Present

Game Developer & Software Developer Intern Ahmedabad, India

- Launched Wise Warrior on Google Play, turning the company's web-only Godot game into a live Android title, by porting it to Android and running its release and update cycle
- Gave the game native Android features, including in-app update prompts and two-way web-to-game messaging, by writing Kotlin plugins for an over-the-air update checker and a WebView-to-Godot bridge
- Kept the Play Store download small by moving game content out of the APK into PCK packs downloaded after install
- Fixed cross-device progress sync and blocked currency double-spends by designing a server-authoritative economy for keys, coins and progression with timeout reconciliation
- Reduced mid-game freezes by profiling frame-time spikes and optimizing the gameplay hot paths behind them
- Gave marketing per-campaign player attribution by building UTM tracking from the game client through the Laravel API into the analytics dashboard
- Delivered a Laravel 13 migration, server-side cart and Razorpay OTP checkout for the company's e-commerce stores after game production paused

ScieNext India Nov 2025 – Feb 2026

Flutter Game Developer Intern Ahmedabad, India

- Shipped Word Search to Google Play (500+ downloads) as sole developer, owning design through release
- Made new game modes cheap to add by architecting one shared puzzle engine behind puzzle packs, endless random puzzles, and daily and monthly challenges
- Monetized the game with AdMob ads and in-app coin purchases (StoreKit), tracked through Firebase analytics

PROJECTS

Cool Maze Game Unity, HTML5, Windows

- Online multiplayer 3D maze game with procedurally generated levels
- Ran online multiplayer at zero hosting cost by building peer-to-peer networking with distributed authority
- Generated a fresh maze every run by writing a real-time procedural generator, and wrote custom shaders

Inflatables Unity, HTML5

- Physics-driven multiplayer ragdoll fighter
- Removed the need for an animation system by building a fully physics-driven character controller
- Cut network latency by using deterministic physics and optimized state synchronization

Fluid Simulation Unity, Compute Shaders

- Real-time GPU fluid solver implementing Jos Stam's Real-Time Fluid Dynamics for Games in compute shaders, with a video breakdown of the implementation

TRAINING

Harvard CS50: Introduction to Computer Science and Introduction to Game Development (2022–2023)