



Rahul Poundarik

GAME DEVELOPER | TECHNICAL DESIGNER | UNITY ENGINEER

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LET'S TALK

SUMMARY

Seasoned game developer skilled in creating scalable, maintainable systems with clean and efficient code. Experienced in working with small teams to implement features across the stack, ensuring seamless functionality of mechanics, systems, and game loops. Proficient in Unity, C#, and networking technologies, with a strong foundation in SOLID design principles and Agile methodologies.

SKILLS

Unity	C#	Unreal
C++	Python	C
XR/VR Development	CI/CD	Network Programing
Photon Fusion	OOP	SOLID design principles
Unit Testing	Network Programing	Agile Development
Unity Jobs and Burst Compiler	Tools Programming	

SOFTWARE

JetBrains Rider • Visual Studio • Git Version Control • Command Line • Bitbucket • Source Tree • Jira • Taiga

GAME CREDITS

- Spacecard – IOS & Android
- Later Daters – IOS & Android
- Anomaly – Meta Quest Platforms
- Swarm 2 – Meta Quest Platforms

WORK EXPERIENCE

Co-Founder Covert Sky

2024-06 – Current

- Co-founded Covert Sky and help establish collaborative development practices that give each discipline clear ownership while keeping the team aligned around a shared creative direction.
- Partner with team members to translate creative ideas into clear technical designs, breaking them down into systems, defining their responsibilities and behaviour, and considering how they connect with everything else in the game.
- Build focused prototypes with the team to explore mechanics, communicate ideas, identify technical and production risks, and develop a shared understanding before expanding concepts into larger systems.
- Support the team through clear documentation, approachable development tools, maintainable architecture, debugging workflows, and practical solutions to technical blockers.
- Build modular, data-driven Unity systems that allow designers and artists to author content, test ideas, and iterate with greater independence.
- Studio work has included CardBots and current development on FrogCatchingGame.
- Collaborate across programming, art, narrative, marketing, and business development to connect technical decisions with the needs of the wider project.
- Prepare pitch materials, design documentation, grant applications, demonstrations, and publisher outreach supporting studio funding and partnerships.

Game Developer

2023-03 – 2024-06

Greensky Games – Anomaly (Quest 2 & 3)

- Spearheaded the development of a multiplayer VR extraction shooter, enhancing immersive gameplay and seamless multiplayer integration.
- Implemented deterministic features using Photon Fusion, cutting latency by 20% with techniques like client-side prediction and lag compensation.
- Refactored core systems to reduce technical debt, implementing best practices in code structure that halved the development time for new features and streamlined the implementation process.
- Designed and implemented core system architectures, focusing on clean, efficient code adhering to industry best practices for networked applications, which improved system maintainability and scalability.
- Collaborated with a team of 10 developers, facilitating code reviews, knowledge sharing, and best practice adoption, which enhanced team productivity and code quality.
- Solved complex technical issues, ensuring cross-team alignment and consistent milestone achievement.

Software Engineer (Demos & Experiences)

2022-06 – 2023-02

Meta Reality Labs.

- Worked with a cross disciplined team in Unity to create mixed reality experiences
- Worked with prototype hardware and handled problems at several layers of the tech stack
- Prototyped features each week and architected solutions to problems
- Reviewed PRs and helped manage git repositories.

Programmer / Unity Developer

2021-04 – 2022-02

Bloom Digital Media. – Later Daters (Android & IOS)

- Successfully ported 'Later Daters' game to Android and iOS
- Worked with a small team in a deliverables-based agile environment
- Implemented new features for an unannounced multiplayer project
- Maintained repos, handled publishing on new platforms, Updated documentation
- Reference: Miriam Verburg (CEO)

Unity3D Engineer / Programmer

2020-10 – 2021-04

Spacecard Inc. – Spacecard App (Android & IOS)

- Automated asset processing for end users to upload images into our system and constructed architecture for all future user authored content
- I worked together with a small team to implement new features for the application, along with prototyping and implementing Android specific features
- I also managed and delegated tasks using Agile for maintaining and documenting the codebase
- Wrote performance critical code that works on a wide range of mobile devices.

EDUCATION

Advance Diploma in Game Development

2018-09 – 2021-05

Centennial College – Toronto, ON