

Rushikesh Prajapati

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EXPERIENCE

Menstrupedia

May 2026 – Present

Game Developer Intern

Ahmedabad, India

- Wrote an **Android WebView to JavaScript bridge plugin** for the company's Godot game, shipped to Play Store closed testing
- Ported the game to Android and shipped updates including an over-the-air update checker and APK splitting with PCK files fetched over HTTP
- Moved keys, coins, and progression into **server-backed storage**, fixing cross-device sync bugs and preventing double-spend on timeouts
- After game production paused, moved to **maintaining the Menstrupedia and TruBuddy websites** (Laravel backend, JavaScript frontend)
- Helped migrate the site to **Laravel 13**, building a server-backed cart with bundle pricing and an OTP checkout with Razorpay signature and webhook verification
- Cut Gift Page load time by splitting CSS, deferring third-party scripts, and re-encoding a hero video to AV1 WebM (**801 KB to 353 KB**)

ScieNext India

Nov. 2025 – Feb. 2026

Flutter Game Developer Intern

Ahmedabad, India

- Built a production-ready **Word Search game** from concept to deployment as the sole developer, with a modular architecture supporting multiple game modes on a shared logic pipeline
- Integrated **AdMob, In-App Purchases (StoreKit), and Firebase analytics**

PROJECTS

Fluid Simulation (Compute Shader) | *Real-time GPU Simulation*

- Implemented real-time fluid simulation using compute shaders based on Jos Stam's *Real-Time Fluid Dynamics for Games*
- Leveraged GPU parallel processing to achieve high-performance real-time simulation and rendering

Cool Maze Game | *Procedural Puzzle Game*

- Designed a procedural maze generation system using optimized algorithms for real-time gameplay performance
- Implemented peer-to-peer multiplayer with zero server cost using a distributed authority networking model
- Developed custom shaders and integrated original audio for enhanced immersive gameplay

Inflatables | *Physics-based Multiplayer Game*

- Built a fully physics-driven character controller eliminating traditional animation systems
- Reduced network latency using deterministic physics and optimized synchronization techniques

Banana Quiz | *Educational Game Prototype*

- Built a logic-driven educational game using CS50 game development concepts and structured programming
- Implemented the complete UI and gameplay logic independently with clean modular code architecture

SKILLS

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

Engines : Unity, Godot, LÖVE

Languages : C#, C/C++, Python, Lua, JavaScript

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

Tools : Git, Docker, NGINX, Flask, Node.js, Linux, MySQL, Laravel, Firebase, Razorpay

CERTIFICATIONS

CS50's Introduction to Computer Science | CS50's Introduction to Game Development

2022-2023

Harvard University