

ADEOGO ADENIJI

Game Developer

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SUMMARY

I am a passionate programmer and game developer experienced in C++, C#, and Java, as well as Unity and Unreal Engine. My expertise extends to computer science principles like graph theory, network flow algorithms, dynamic programming, and sorting algorithms. I have also dabbled in creating cloud web applications, expanding my skillset. Equipped with this foundation, I excel at solving complex problems and providing innovative solutions. Seeking new challenges, I aim to grow in my field, contribute value to teams, and deliver high-quality work. With my skills and knowledge, I confidently navigate the ever-changing gaming industry.

EDUCATION

Bachelor of Computer Games Development

Staffordshire University

09/2020 - Present United Kingdom,

PROJECTS

Technical Projects

- 2D Game Engine made with OpenGL
- Steering Behaviours in directX
- Password Generator and Storage
- Sorting Algorithms and Graph Theory
- Virtual Assistant

Unity

- Mobile FPS
- Arcade-Simulation Racing Game
- AI Steering Behaviours
- Appraisal Engine with Goal Oriented Action Planning
- Shader Programming

Unreal

- Procedural Spline Mesh Generator
- Third Person Shooter

Physics Engine

- Rigidbody Dynamics
- Particle Physics
- Mass Aggregate Physics
- Collision and contact Detection

SKILLS

Unity

C++

Java

C#

Game Development

Unreal

AI

OpenGL

STRENGTHS



Interpersonal Skills

Listen attentively, speak candidly, and treat others respectfully.



Results Oriented

Focus on the key goals and deliver results with excellent quality and in a timely fashion.



Life-long Learner

Never done learning and always seeking to improve myself. Curious about new possibilities and taking action to explore them.

ACHIEVEMENTS



Unity Junior Programmer Certificate



4 Published Games

Single-handedly developed 4 Mobile Games on the Play Store.

TECHNICAL SKILLS

Code Optimization & Debugging

Maximize code efficiency by correctly executing coding best practices, debug performance issues, diagnose and fix code that compiles, but fails to perform as expected, diagnose and fix common compilation errors

Application Scripting

Create the scene flow in an application state, use common logic structures to control the execution of code

Programming Theory

Analyse the principal pillars of object-oriented programming