

ADEOGO ADENIJI

Software and Game Developer

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[adeogo1.github.io](#)

SUMMARY

I am a dedicated software engineer and game developer with a strong command of programming languages including C, C++, C#, and Java, coupled with proficiency in Unity and Unreal Engine. My technical prowess extends to the realm of computer science, encompassing advanced concepts such as graph theory, network flow algorithms, dynamic programming, and sorting algorithms. Furthermore, I have ventured into the creation of cloud-based web applications, thereby broadening my skill repertoire. This diversified foundation empowers me to adeptly tackle intricate challenges and offer ingenious 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 industry.

EDUCATION

B.Sc(Hons) Computer Games Development

Staffordshire University

09/2020 - 05/2023 United Kingdom

PROJECTS

Technical Projects

- 2D Game Engine made with OpenGL
- AI Engine in OpenGL
- 3D Physics Engine in OpenGL
- Password Generator and Storage
- Sorting Algorithms and Graph Theory
- Virtual Assistant for PC and Laptop

Unity

- Mobile FPS
- Arcade-Simulation Racing Game using accurate car physics
- AI Steering Behaviours with Pathfinding
- Emotion Appraisal Engine with Goal Oriented Action Planning
- Shader Programming

Unreal

- Procedural Spline Mesh Generator
- Third Person Shooter

ACHIEVEMENTS



Unity Junior Programmer Certificate



4 Published Games

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

SKILLS

Unity

Unreal

C

C++

C#

Java

OpenGL

Maths

Physics

Version Control

Database Technologies

Cloud and Infrastructure

STRENGTHS



Interpersonal Skill

Listen attentively, speak candidly, and treat others respectfully.



Life-long Learner

Always seeking to improve myself. Curious about new possibilities and taking action to explore them.



Results Oriented

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

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