Adeogo Adeniji

**https://play.google.com/store/apps/dev?id=7615283332567621027**

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# Profile

I have an excellent work ethic as I will not sleep until the work, I need to do is complete and done to near perfection if not perfection. I am also very social and can and do get along with everyone. My verbal skill is also very good, and my research skills are top notch. I am adept in many skills such as teamwork, leadership, representing learning, people skills, decision-making, assertiveness, especially adaptation.

# Technical Skills

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| --- | --- |
| * C++ programming * C# * Blender | * Game Publishing on play store * Unity * OpenGL * SDL |

# Programming Skills

|  |  |
| --- | --- |
| * Code Optimization   + Maximize code efficiency by correctly executing coding best practices   + Debug performance issues * Programming theory   + Analyse the principal pillars of object-oriented programming   + Simplify code and make it reusable by correctly implementing the principles of inheritance and polymorphism   + Make code more secure and usable by correctly implementing the principles of abstraction and encapsulation, including the use of interfaces   + Write efficient, organized, and comprehensible code by correctly implementing the principles of object-oriented programming * Application scripting   + Create the scene flow in an application state   + Implement data persistence across scenes and user sessions   + Use common logic structures to control the execution of code.   + Write code that utilizes the various Unity APIs   + Implement appropriate data types   + Write code that integrates into an existing system   + Implement a code style that is efficient and easy to read   + Prototype new concepts | * Version Control   + Maintain a project by correctly implementing version control   + Implement best practices of version control using Unity Collaborate * Debugging   + Diagnose and fix code that compiles, but fails to perform as expected   + Diagnose and fix common compilation errors   + Diagnose and fix compilation errors related to Unity’s Scripting API   + Diagnose and fix the cause of an exception * Code Comprehension   + Interpret simple code   + Improve simple code using the features of an IDE * Unity Junior Programmer Pathway |

# Key Skills

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| --- | --- |
| * Problem solving * Understanding of social needs and social perceptiveness * Excellent communication skills, both written and verbal | * Fully qualified first-aider level 1 * Creative * planning & managing and collaboration * Programming |

# Relevant Games Industry Experience

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| --- | --- |
| **Work Experience**  **UKie**  ***August 2020 – August*** |  |
| **Game Developer**  **Hease Legacy**  **February 2020 - Present** | Game Development and Publishing, Level Design, Finance |

# Education

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| --- | --- |
| Staffordshire University 2020 - 2024 | |
| BSc (Hons) Games Development Relevant Modules | **September 2020 - Present** **Digital Technologies, Fundamentals Of Game And Graphical System Development, Games Engine Creation, Professional Development And Games Industry Employability** |
| Bullerswood for Girls Sixth Form 2018 - 2020 | |
| Maths  Computer Science  Economics | **C** B A |
| Trinity Church of England School, Belvedere 2013 - 2018 | |
| Maths Science  Computer Science  English Language  English Literature | **8(A\*)**  **7 7 (A A)**  **5(C)**  **5(C)**  **5(C)** |

# Employment

|  |  |
| --- | --- |
| **Young Producer**  **Emergency Exit Art**  ***March 2019 – July 2019*** | * Finding musicians and dancers to perform * Getting them to sign a contract * Paying them the right amount at the right time * Organising performance timings, rehearsals, arrivals, and time on stage * Diary management, typing correspondence and documents, creating presentations, and creating meeting minutes * Organising the Thamesmead festival |
| **Game Developer and Publisher**  **Hease Legacy**  ***February 2020 - Present*** | * Created 4 games all on google play store * Knowledge of C# * Tax filings |
| **McDonald’s**  **Crew Member**  *September 2019 – August 2020* | * Working in team and helping keep control of the division of labour * Interacting with customers * Moving and stocking up correctly * Cleaning and clearing * organizing and prioritizing * Teaching and Backing up colleagues * Dealing with annoyed and distressed customers and colleagues |
| **Work Experience**  **UKie Gaming**  *August 2018 – August 2018* | * Got to work and speak to companies such as roll7 * Helped setup for Gamescon 2019 * Made a post that is up on their website * Helped with presentation for studios and publisher * Helped with Westminister Games day 2019 * Learnt about the legal, educational and data and financial departments * Had discussions with ESL members |
| **Young Ambassador**  **Peabody**  **October 2018 – August 2019** | * Presenting a professional and friendly first impression of the firm to all visitors and clients * Volunteering for the community for 350 hours * Young ambassador certificate/award * Knife awareness presentation * Team leadership * Great teamwork skills |

# Hobbies and Interests

I enjoy playing games and making games as the main aspect of this is thinking n the spot and problem solving. However, I very much enjoy learning about anything new but my main interest lies in games and philosophy and sometimes even psychology and understanding human behaviour. I also have hobbies such as trying new experience, food and meeting new fun people who share the same interests.

**References Available upon request**