

# SIMON ABUGU A.

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## Professional Summary:

As a passionate and experienced game developer, I am dedicated to delivering top-quality work that meets the needs and expectations of end users. With several years of experience in game development, I am highly organised and efficient in my work, and possess a wide range of technical skills in C#, Unity, and other programming languages and tools. I am seeking opportunities in game development where I can continue to grow and learn, and I am committed to delivering exceptional results.

## Skills:

- C#
  - Unity 3D
- Javascript
  - Web Development (HTML, CSS, best practices)
  - Tutoring
- Game design
  - Problem-Solving & Debugging

## Experience:

### TechVision Global, Franklin, Tennessee, USA - Software Engineer (2024 - Present)

- Led the development of a Unity-based configurator engine, facilitating the procedural generation of accurate and interactive warehouse digital twins.
- Designed and implemented an advanced persistence system, allowing for complex state saving and loading, which significantly improved user workflow.
- Optimised application performance by integrating efficient search and filtering algorithms, reducing lookup times for large datasets of over 10,000 objects.
- Built and presented a foundational Proof of Concept, which directly contributed to securing venture capital funding for the application's development.
- Championed code quality by establishing best practices, writing comprehensive documentation, and producing a scalable architecture that will accelerate the onboarding process for new developers.

### LIVIE ( FORMERLY MITA ) - Game Developer (2023 - 2024)

- Collaborated with cross-functional teams, including the CEO, CTO, marketing, designers, artists, engineers, and end-users to bring game concepts to life.
- Developed and launched multiplayer games like 'WHOT' and 'Ludo,' boosting user installs, engagement, and app popularity.
- Optimised and integrated 6 offline games for enhanced performance on older mobile devices, improving accessibility for a broader audience
- Designed and implemented user interfaces in Unity, focusing on intuitive and engaging user experiences.
- Worked within a large codebase, adhering to best coding practices to maintain clean, efficient, and scalable code.
- Demonstrated the ability to work independently without direct management, consistently delivering high-quality work.
- Proficient in task management systems such as JIRA and GitHub, effectively tracking progress and meeting deadlines.
- Authored game design documents for two multiplayer games, outlining gameplay mechanics, user flows, and technical requirements.

### Gameplay, Nigeria - Game Developer and Project Manager (March 2022 - Present)

- Developing a game platform comprising 4 games and an account management segment, employing REST APIs and WebSockets.
- Collaborating closely with a cross-functional team of developers, including back-end and front-end engineers, artists, and UI designers.
- Conducting debugging and optimisation tasks, ensuring seamless functionality of the game platform.
- Seamlessly integrating customer service platforms within the game platform to offer players dedicated support and assistance.
- Overseeing the hiring process for team members, including artists and content editors.
- Assuming the role of Project Manager due to the absence of one, I effectively coordinated the efforts of UI/UX designers, artists, and content editors.
- Guiding new team members and providing mentorship until they achieve autonomy and efficiency.
- Conducting comprehensive reviews of front-end, back-end, content editing, and UI/UX tasks prior to submission.
- Stepping into the role of a front-end web developer when required, expanding my responsibilities.
- Incorporating valuable feedback from colleagues to drive our shared objectives.
- Maintaining consistent communication with CEOs and stakeholders, providing daily progress updates.
- Directing the strategic selection and integration of technologies, including notification software, customer service solutions, and online workspace platforms.

### Pro Sports Gaming LLC, New York, USA - Game Developer (Contract, April 2021 - November 2021)

- Skillfully integrated animations into gameplay, ensuring seamless synchronisation with user inputs.
- Created immersive cinematic cutscenes, skillfully utilising Cinematography and Timeline techniques to captivate players' attention.
- Engaged in close collaboration with a 3D artist, seamlessly integrating, configuring, and animating 3D assets to enrich the game environment.
- Leveraged Unity's cutting-edge input system to map gamepad controllers adeptly, elevating player engagement and interaction dynamics.
- Provided valuable contributions across a spectrum of domains, such as debugging, level design, and UI animations, fostering a cohesive and polished game experience.
- Carefully refined the game design document, guaranteeing the faithful implementation of the intended vision.
- Expertly recorded motion-capture animations and skillfully edited them in Unity for flawless integration.
- Led regular stand-up meetings, promoting team cohesion and task alignment.

### Odyssey Foundation Abuja, Nigeria - Game Development Tutor (February 2020 - 2021)

- Instructed students on game development concepts and techniques, using Unity and C#.
- Developed and delivered lesson plans and materials that were engaging and effective.

### Unity Student Ambassador (February 2021- June 2021)

- Participated in online forums and workshops to learn from other developers and share my own knowledge and experience.
- Contributed to the Unity community by providing support and assistance to other students and developers.

## Projects:

### DUNGEON FIGHTER (UNITY, C#):

A mini adventure game using advanced C# concepts, tilemaps, hack n' slash mechanics, 2D animations, persistent data saving with binary formatter, mobile touch controls, and more.

### WORDLE GRAND PRIX (UNITY, C#, ITCH.IO):

Wordle Grand Prix is a game based on Wordle but has additional elements like scoring and clues. The objective of the game is to guess as many words as possible before their number of tries runs out.

### THE GREAT FLEECE (GAME CINEMATOGRAPHY, UNITY, C#, ITCH.IO, WEBGL):

A point-and-click game with visually pleasing cutscenes, a 3D character controller, and NPC artificial intelligence.