

# Abugu Simon Afamuefuna

**Portfolio:** <https://abugulivinusbro.wixsite.com/simon/projects>    **E-Mail:** abugulivinusbro@gmail.com

## Professional Summary

I am a passionate programmer who focuses on the satisfaction of the end user, also an Organized programmer with years of experience in Game development. Committed to impeccable work done efficiently. Looking for opportunities in Game Development.

## Skills

- C#
- Unity
- Javascript
- HTML and CSS
- Game Cinematography
- Photoshop editing
- Debugging and troubleshooting
- WordPress
- REST APIs and WebSockets
- Version control
- Augmented Reality

## Experience

**March 2022,**  
**Gameplay, Nigeria.**  
**Game developer.**

- Built a game platform which included **4 games** and **an account management section**.
- Made use of **REST APIs** and **WebSockets**.
- Worked closely with my Teammates which included a backend engineer, a frontend engineer, an artist, a UI designer etc.
- **Debugging** and **optimization**.
- UI design and Implementation in Unity.
- Integration of **customer service platforms** into the platform.

**April 2021 - November 2021,**  
**Pro Sports Gaming LLC, New York, America.**  
**Game developer (Contract).**

- Worked amazing cinematic cut scenes with the use of **Cinematography** and **Timeline**.
- Worked closely with the 3D Artist to import, set up and get animations working correctly in the game.
- Using Unity's new input system I mapped the Gamepad Controller to perform game actions.
- Worked and helped on some other tasks like debugging, level design, UI animations etc

**April 2020,**  
**Remote.**  
**Freelance Game developer.**

- Developed Acemedix Quiz Game, I implemented Quiz Game Mechanics, Level Progression, Persistent data saving to manage the current stage and more
- Developed a Game Prototype which included a Drag and Drops Inventory system, merge and upgrade mechanics, 3D character controller and more.
- Developed an Educational Kid's Game which involved step-by-step direction Game Play with loads of Animations.

**February 2020,**  
**Odyssey Foundation Abuja, Nigeria.**  
**Game development Tutor.**

**February 2021, Unity Student Ambassador.**

## Projects

**DUNGEON FIGHTER | UNITY | C#**

Dungeon fighter is a mini Adventure game I made to practice advanced C# concepts, Tilemaps, Hack n Slash Game mechanics, 2D animations, Persistent data saving with Binary Formatter, mobile Touch Controls and more.

**TAP COLORRUSH | UNITY | C# | ITCH.IO**

Tap ColorRush tests your reflexes and uses timing and speed mechanics, tap to change the colour of the tile and swipe to change the side of the tile, I practised making casual games.

**THE GREAT FLEECE | GAME CINEMATOGRAPHY | UNITY | C# | ITCH.IO | WEBGL**

In this game I made visually pleasing cutscenes, it's a point-and-click game where you help Darren the thief navigate between security guards and the camera. I used a 3D character controller, cinematography and NPC Artificial intelligence on this project.

## Volunteer

**September 2018 to July 2019.**  
**University of Nigeria Secondary school Nsukka, Nigeria.**  
**ICT Club Tutor.**

- Introduced programming Classes to the ICT club.
- Gave ICT consultancy to beginners in Programming.
- Taught and organized an introductory summer class course on game and web development.

## Education

**February 2021 - Present, Aptech Institute, Advanced Diploma in Computer Software Engineering.**