Abugu Simon Afamuefuna

Portfolio: https://afamuefuna.github.io/Portfolio/   **E-Mail:** abugulivinusbro@gmail.com

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 organized 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 am committed to delivering exceptional results.

Skills:

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

Experience:

Gameplay, Nigeria - Game Developer (March 2022 - Present)

- Developed a game platform with 4 games and an account management section using REST APIs and WebSockets.
- Worked closely with a team of developers, including a backend engineer, frontend engineer, artist, and UI designer
- Performed debugging and optimization tasks to ensure the game platform was functioning properly.
- Created engaging and intuitive user interfaces using Unity and C#.
- Integrated customer service platforms into the game platform to provide support and assistance to players.

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

- Developed cinematic cut scenes for the game using Cinematography and Timeline.
- Collaborated with a 3D artist to import, set up, and animate 3D assets in the game.
- Used Unity's new input system to map gamepad controllers to game actions.
- Assisted with other tasks such as debugging, level design, and UI animations.

Freelance Game Developer (April 2019 - Present)

- Developed the Acemedix Quiz Game, implementing quiz mechanics, level progression, and persistent data saving.
- Created a game prototype with a drag and drop inventory system, merge and upgrade mechanics, and a 3D character controller.
- Developed an educational kids' game with step-by-step gameplay and a variety of animations.

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

- Instructed students on game development concepts and techniques, using Unity and C#.
- Assisted students with their projects and provided guidance and support as needed.
- 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.

TAP COLORRUSH (UNITY, C#, ITCH.IO):
A game that tests reflexes and uses timing and speed mechanics.

THE GREAT FLEECE (GAME CINEMATOGRAPHY, UNITY, C#, ITCH.IO, WEBGL):
A point-and-click game with visually pleasing cutscenes, 3D character controller, and NPC artificial intelligence.

Volunteer Experience:

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

- Introduced programming classes to the ICT club.
- Provided ICT consultancy to beginners in programming.
- Taught and organized an introductory summer class course on game and web development.
- Mentored students in programming concepts and techniques, and encouraged their interest in game development.
- Developed and delivered lesson plans and materials that were engaging and effective.

Education:

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

- Currently enrolled in a comprehensive program that covers a range of topics in computer software engineering, including programming languages, algorithms, data structures, database systems, and software engineering principles.
- Participating in hands-on projects.