

# Abugu Simon Afamuefuna

**Portfolio:** <https://afamuefuna.github.io/Portfolio/>

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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 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:

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| <ul style="list-style-type: none"><li>• C#</li><li>• Unity</li><li>• Javascript</li></ul> | <ul style="list-style-type: none"><li>• HTML and CSS</li><li>• Game Cinematography</li><li>• Photoshop editing</li><li>• Debugging and troubleshooting</li></ul> | <ul style="list-style-type: none"><li>• WebSockets</li><li>• REST APIs</li><li>• Version control</li><li>• Augmented Reality</li></ul> |
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## Experience:

### MITA - Game Developer (2023 - Present)

- Developed over 30 simple mood games for creating social content.
- Designed and developed a multiplayer “runner” game where players compete, navigate obstacles and race to the finish line.
- Optimized and integrated 6 offline games.
- Designing and implementing User interface in unity.

### 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 optimization 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, effectively coordinating 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, America - Game Developer (Contract, April 2021 - November 2021)

- Skillfully integrated animations into gameplay, ensuring seamless synchronization with user inputs.
- Created immersive cinematic cutscenes, skillfully utilizing 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#.
- 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.

### 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, 3D character controller, and NPC artificial intelligence.

## 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.