Chukwufumanya Isu,

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PROFESSION SUMMARY

Highly driven game and graphics programmer with a strong ability to adapt to emerging industry trends and modern rendering technologies. I approach engine and gameplay development with a collaborative, solution-focused mindset, backed by solid experience in C++, C, and multi-platform development.
 Skilled in building systems, tools, and optimized pipelines across PC and mobile. Comfortable working across gameplay logics, animation rigging, game level design, and backend architectures in Unreal.
And most importantly, love working with a team and sharing ideas about the next game evolution.
If you ever read this, I need the job. Thank you.

TECHNICAL SKILLS

Programming & Scripting:
C++, C#, Python, Blueprints, Java (Android basics), .NET Core, SQL Databases

Game Development & Engines:
Unreal Engine 5, Unity (Basics), Cascadeur, Blender, ActorCore AccuRig

Graphics & Rendering:
DirectX, OpenGL, Vulkan, HLSL / GLSL, Rendering Pipelines, Shader Programming

Tools & Platforms:
Visual Studio, Rider, Android Studio, Perforce, Plastic SCM, RenderDoc, PIX Remote, Vagon, Notepad++

Game Systems & Design:
2D/3D Animation, AI Behavior Trees, Dialogue & Quest Systems, Combat Mechanics, UI & HUD, Level Design, Mobile Optimization

WORK EXPERIENCE

GAME PROGRAMMER

2025 - Present
Freelancer - C++ & Unreal Engine. Gameplay of Adventure Hero
- Built a multi-level 2D puzzle-action Android game with clue discovery, puzzle solving, enemy encounters, and a full dialogue system.
- Engineered all gameplay and UI systems in Unreal Engine (C++), optimized for mobile performance and smooth device compatibility.
- Integrated Google Play Billing and Google Play Games Services (login, achievements, leaderboards).
- Published and maintained the game on Google Play, delivering updates, fixes, and online feature support.

Game Environment Design   - Lost Cold Mountain   2020 - 2024 (Still been updated)
Freelance (remote) - Unreal Engine, Metal. Gameplay of Jagunlabi

- Developing a story-driven action-adventure RPG inspired by Square Enix-style gameplay, blending exploration, combat, quests, and narrative progression.
- Building core systems in Unreal Engine (C++), including inventory, weapons, smart-pointer–based item management, combat logic, dialogue events, and world interactions.
- Designing levels, enemy behaviors, and mission flow to deliver a cinematic, RPG-like experience aligned with modern AAA action titles.
- Implementing UI, save/load systems, optimization strategies, and mobile-ready performance techniques while expanding gameplay features across iterations.

Graphics Programmer - Black - Game Engine   2020 - 2021
Freelance - OpenGL, DirectX, and C++. Gameplay of Horror Deception
- Developing a 3D horror survival game for **PC and Steam**, focusing on atmospheric exploration, strategic resource management, and intense player encounters.
- Engineered gameplay systems in Unreal Engine (C++), including AI-driven enemies, interactive environments, dynamic lighting, and survival mechanics.
- Integrated online features for Steam, including player progression tracking, cloud save support, and multiplayer-ready architecture.
- Designed immersive horror environments, audio cues, and suspense mechanics to maximize player engagement and tension.

PROJECTS

- **Lost Cold Mountain (2020)**: Real-time simulation in Unreal Engine
- **Adventure Hero (2024)**: 2.5D RPG Android game with C++ and Blueprints
- **Jagunlabi (2024)**: 3D side-scroller RPG with C++ and Unreal Engine
- **Rendering (2025)**: Rubik's Cube project using DirectX pipeline.
- **Mirror (2025)**: Graphics rendering project with DirectX

EDUCATION

University of Colorado, Boulder, CO — Game Programming Certificate (Coursera), 2022–2023
 Introduction to C++ Programming and Unreal Engine

Michigan State University, USA — Game Development & Design Certificate, 2008–2014
 Game Development and Design with Unity