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[website](#)

Objective	Experienced Game Developer and XR Developer with hands-on experience building immersive AR/VR/XR applications and gameplay systems. Seeking an opportunity to contribute strong technical skills, creativity, and problem-solving abilities to team developing cutting-edge interactive experiences.
Skills & Abilities	<ul style="list-style-type: none">Game Development: Unity (C#)XR Development: ARCore, ARKit, OpenXR'Programming: C#3D Interaction Systems: Physics-based interactions, gesture input, spatial mappingUI/UX for XR: Canvas UI, world-space UI, interaction design principles3D Asset Workflow: BlenderVersion Control: Git, GitHub, Unity VCMMultiplayer Development: Photon PUN / Netcode (if applicable)Mobile Development: Android/iOS deployment, optimization, performance profilingPrototyping: Rapid prototyping of gameplay mechanics and XR interactions
Experience	Lumen Gaze October 2025 – Present Founder, Lumen Gaze <ul style="list-style-type: none">Founded Lumen Gaze to introduce and promote the use of XR technology in secondary schools across Nigeria.
Education	Redeemers University – Ede– Computer Science (BS.c) 2023 - 2027
Communication	<ul style="list-style-type: none">Excellent verbal and written communication skillsAble to clearly explain technical concepts to non-technical audiences
Projects	<ul style="list-style-type: none">Gel electrophoresis procedure in XR for 2025 IGH Hackathon (3rd Position)Biogaze - biogaze

	<ul style="list-style-type: none">• Morphy – https://funmisky.itch.io/morphy• Portgane – https://funmisky.itch.io/portgane
Certifications	<ul style="list-style-type: none">• 3rd Place at the IGH AI/XR 2025 Hackathon• XRCC Online 2025 hackathon