

# JEFFREY GICHUKI

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## EXPERIENCE

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### MEKAN GAMES LTD. – Nairobi, Kenya

*Team Lead and Senior Unity Developer*

*Aug 2022 – Present*

- Managed cross-functional team of 2 both locally and remotely, ranging from entry-level Developers to Senior Unity Developers, and collaborated with UI/UX Design and Game Design teams.
- Designed File Organisation structures and systems for starting new projects; reduced project onboarding time for new projects by 50%.
- Achieved an average CPI of 0.80\$ across 26 Projects with 46% of those projects moving into the Retention Phase of Development with a good number of projects testing under 0.80\$ CPI.
- Achieved an average Retention of 27.47% across the 12 Projects that went into Retention Testing.
- Collaborated with team of 8 in the development of 84 prototypes tested from 2021 to 2024.
- Programmed and iterated on over 86 different core mechanics, minigames, levels and systems across 26 Projects.

### MEKAN GAMES LTD. – Nairobi, Kenya

*Unity Developer*

*Apr 2021 – Aug 2022*

*Game Developer Intern*

*Mar 2021 – Apr 2021*

- Published The President globally with CrazyLabs across mobile platforms and gathered a combined 20 million downloads across Android and iOS Devices.
- Designed, Programmed and Iterated on 36% of the levels published in The President by a team of 3 developers.
- Designed Modular Design Principles used in active development through the company which improved on project iteration speeds by 50%.

### VIRDANE LABS. – Nairobi, Kenya

*Founder*

*Apr 2020 – Present*

- Researched on the Implementation of CBT Techniques in Narrative Design to determine if one can teach players methods of tackling anxiety disorders through Narrative Design and Gameplay Mechanics.
- Overhauled the obsolete legacy source code of Rachel's Grasp, fixing major bugs, reducing game difficulty and reduced play time performance by 50% but improving user experience by 50%.

### KUNTA CONTENT. – Nairobi, Kenya

*Senior Unity Developer*

*Jun 2022 – Feb 2023*

*Game Development Advisor*

*Apr 2022 – May 2022*

- Worked on an Unreleased Mobile Game Project.
- Advised and Overlooked the Development, Design and Iteration of an Unreleased Mobile Game project.

### UNITY TECHNOLOGIES. – Nairobi, Kenya

*Student Ambassador*

*Jan 2019 – May 2021*

- Organised 2 workshops at Strathmore University educating the students on Unity software and its capabilities.
- Distributed Unity Merchandise to University students raising Brand Awareness for Unity Technologies.

### JIWE STUDIOS. – Nairobi, Kenya

*Video Game Developer Intern*

*Feb 2021 – Apr 2021*

- Researched and Learnt Narrative Design Structures under Mark Rigaudis on his story Usoni.
- Distributed Usoni prototype on itch.io for the company.
- Tested and Reported bugs and issues found in the game to the developers and assisted in debugging and fixing bugs.

**TEZZA BUSINESS SOLUTIONS LTD. – Nairobi, Kenya***Developer Intern**Jan 2020 – Mar 2020*

- Facilitated testing of APIs with the QA team.
- Documentation of APIs using OpenApi3 specifications in YAML.
- Facilitated for collaboration and understanding between the Developer and QA teams improving communication between teams by 50%.

**EDUCATION**

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**STRATHMORE UNIVERSITY – Nairobi, Kenya***Sep 2021*

Bachelor of Science, Informatics and Computer Science

**ADDITIONAL**

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**Technical:** SQL, PHP, JavaScript, HTML/CSS, Python, Unity, Godot, Unreal Engine, C#, C++, GDScript, Git, Github, Trello, MySQL, NPM, Trello, Jira, Slack, Krita, Inkscape, Java, Wordpress, Programming, Full Stack Development.

**Professional Traits:** Modular Design, Clean Code Practices, Cross Mobile Platform Testing and Debugging, Project Optimisation, Project Organisation, Cross Functional Teams, Agile and Scrum Development.

**Languages:** Fluent in Swahili, English; Elementary Proficiency in Japanese.

**Certifications & Training:** CrazyHubs Graduate – The Hyper-Casual Gaming Accelerator - Crazylabs  
(Credential ID 11211700005)

**AWARDS**

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- Games Industry Africa Awards 2022 - Game of the Year - The President, Mekan Games Ltd.
- Games Industry Africa Awards 2022 - Most Impactful Video game - The President, Mekan Games Ltd.
- Games Industry Africa Awards 2022 - Debut of the Year - The President, Mekan Games Ltd.