

# Jeffrey Gichuki

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<https://github.com/Briskwoods>

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## GAME DEVELOPER

A detail and results oriented Game Developer with expertise in clean code practices, modular design, level intricacies, colour theory and game design. Proven leader with strong problem-solving and task management skills, fostering collaboration and ensuring team efficiency. Fluent in game metrics analysis and tools, I have contributed to the global success of The President, reaching 20M+ downloads globally across Android and iOS platforms.

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### SKILLS

Game Development: Mobile, PC  
Programming Languages: C#,  
C++  
Modular Game Design

Code Optimisation  
Project Management  
Analytics

Team leadership  
Communication  
Git, Slack, Trello

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## PROFESSIONAL EXPERIENCE

### Mekan Games Ltd.

Feb 2021 - Present

#### Team Lead and Senior Unity Developer

Worked on Ideation, programming, designing, recording CPI videos and testing prototypes against market. Promoted to Team Lead and spearheaded a shift in File Organisation, Task Management and Project Management that led to an improvement in collaboration between teams, overall team efficiency and improved the quality, performance and output of the work produced by the teams.

#### Accomplishments:

- Successfully developed and shipping "The President" globally on mobile platforms, achieving 20 million total downloads across platforms whilst working with the initial 3 man team.
- Developed, optimised and tested over 100 3D prototypes, maintaining a low CPI of under \$1 (average range: \$0.27 to \$0.70) for most projects with high retention numbers on projects that reached retention phase.
- Demonstrated strong skills in project optimisation, file organisation and code design. Developed an ever evolving system to ensure smooth collaboration between different teams across multiple projects and contributing to the successful transition of projects from prototyping to the Retention phase.
- Fostered a collaborative environment, emphasising clean and modular coding practices.

### Kunta Content Ltd

June 2022 - Feb 2023

#### Senior Game Developer

Senior Unity Developer on Unannounced Project.

### Jiwe Studios Interactive

Feb 2021 - April 2021

#### Video Game Developer Intern

Tested, prototyped and Published their game Usoni. Involved in Narrative Design, Gameplay Design and Programming of video game Mechanics.

#### Accomplishments:

- Published Usoni across mobile and PC platforms on Itch.io.
- Maintained the Devlog journal for Usoni on Itch.io

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## EDUCATION

**Bachelor's degree, Computer Science and Informatics**

Strathmore University

April 2017 - Sept 2021

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## LICENSES & CERTIFICATIONS

**CrazyHubs Graduate - The Hyper-Casual Gaming Accelerator - CrazyLabs**

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## PROJECTS

**Rachel's Grasp**

2020 -2021

Prototyped a 2D action platformer game with the goal of teaching coping mechanisms for Anxiety Disorders during the final year at Strathmore University as a part of the Games for Good Initiative.

**Night of the Undead**

2020

Prototyped a simple 2D shooter platformer as to prototype shooting mechanics.

**Foxy's Adventure**

2020

Prototype created to test 2D platforming mechanics.