JEFFREY GICHUKI

Nairobi, Kenya | julian.gichuki@gmail.com | https://briskwoods.github.io/ | https://www.linkedin.com/in/jeffrey-gichuki-710011144/

EXPERIENCE

MEKAN GAMES LTD. – Nairobi, Kenya
Team Lead and Senior Unity Developer   *Aug 2022 – Present*
Unity Developer   *Apr 2021 – Aug 2022*
Game Developer Intern   *Mar 2021 – Apr 2021*
- 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.
- Published The President globally with CrazyLabs across mobile platforms and gathered a combined 20 million downloads across Android and iOS Devices.
- 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.
- 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

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

STRATHMORE UNIVERSITY – Nairobi, Kenya   *Sep 2021*
Bachelor of Science, Informatics and Computer Science

ADDITIONAL

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 Plaform 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

- 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.