JEFFREY GICHUKI

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EXPERIENCE

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.
- Took charge of Programming and Iterating on over 86 different core Game Mechanics, Minigames and systems across 26 Projects prototyped in 2023 used across all projects and future projects in the company.

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 as well as the 10 unreleased levels.
- 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

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.