

Chidera Nwosu C.

Unity Developer with 5+ years of experience, specializing in 2D/3D mobile, PC, WebGL and Web3 games. Passionate about creating innovative gaming experiences and solving complex technical challenges. In my free time I play video games and also make podcast about games, read books and watch Football or as you like to say Soccer

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EXPERIENCE

Game up Africa, Maliyo Games, Department of State and GGJ, Nigeria (Remote) — *Game Programmer (Temporary Contract Work)*

December 2024 - PRESENT

After winning the Global Game Jam for Africa organized by the above listed companies, I and my team were tasked with bringing our award winning game to full completion in under one month.

- Handled Bug Fixing and System or Feature Enhancements from previous builds.
- Created Saving System that uses AES encryption for security and Gzip compression format to increase reading and writing time as well as reducing file size.
- Utilized Custom Binary Format for the Saving System also familiar with Unity Prefs and JSON.
- Created Directional System to direct players on where to navigate in certain Levels, and worked fully on making both the previous Quest and Dialogue system more modular and scalable
- Handled NPC autonomy to add to the feel of the Edutainment theme

Onion AI, Nigeria (Remote) — *Game and Web3 Programmer*

June 2024 - PRESENT

- Integrated Web3 features, including the Ton Ecosystem and AEON API, into game projects, aligning with the latest industry trends.
- Utilizing Unity's Addressable System and Cloud Content Delivery I was able to Optimize the game performance for smoother load timing, seamless Web3 interactions, ensuring a smooth player experience.
- Handle all game mechanics from Player Combat to player movement, input handling with new input system and finally Enemy and boss behavior, also handled animation with Unity's mecanim and Sprites
- Played a key role in a partnership with Pixel Pai, contributing to the successful delivery of Web3 integration.
- Collaborated with the team to implement innovative solutions, enhancing game functionality and scalability.
- Usage of Unity Cloud Services to create Leaderboard systems and also store player information and profiles for further use in game.

Joystick Labs, Nigeria (Remote) — *Sole Game Developer*

August 2023 - December 2024

- Designed, Developed and optimized gameplay and Physics mechanics for multiple 3D game projects, ensuring high performance across platforms.
- Creation of Mesh Deformation System and AI State Systems for its vehicular combat game
- Led the creation of modular game systems, enabling faster prototyping and development cycles with the use of personally

SKILLS

Unity Game Engine.

C# Programming Language.

Vehicular Physics

Agile and Scrum.

Mathematics.

Resource Management.

Performance Optimization.

Statistics.

Physics and Unity Physics System.

Rest API.

Web3 SDK Integration.

OOP Principles.

Mobile Game Development.

Git.

Netcode and Unity Cloud Services.

AWARDS

Global Game Jam on Disinformation – Game Up Africa (1st place).

LANGUAGES

English (Native)

French (Novice)

Spanish (Novice)

created custom tools for the Editor.

- Collaborated closely with designers and artists to implement engaging and polished gameplay .

Quiva Games, Enugu, Nigeria — *Game Developer and UI Developer (Cyber-Spawns)*

February 2023 - August 2023

- Created Modular and Reusable UI systems for their mobile video game Cyber Spawns.
- Contributed to enhancing gaming performance and User experience.
- Agile Development and Collaboration with Designers, artists and other developers.

NOTABLE PROJECTS

Citizens of Arcanis — *Collaborator and Maintainer*

Collaborating to the citizen of Arcanis Web 3 game available on Starknet Network, contributed to creating modular UI system for Character Selection, Shop and Economic system and also improved on its existing inventory System allowing for quicker Equipping and Releasing of Weapons.

Agent Info — *Award Winning Game*

Had an Entry to Global Game Jam Democracy Game Jam for Africa and finished first, The game is available on PC but currently integrating for mobile Development it's an edutainment but also beat em up style game that's going to be used to teach about the dangers of fake news and how to spot fake news, currently working on fully releasing the game for both the GGJ and US Consulate, Worked on autonomous systems for the NPC, Dialogue and Quest Systems making use of Inkle Studios for the Former and Using DoTween and state machines to create a smooth Dark Knight like Combat System for the game's beat em up Style.

Maelstrom — *Side Project (Portfolio)*

Using WFC (Wave Function Collapse Algorithm) I've been able to start work on a third person shooter game drawing inspiration from Thomas Bush's twisted tower Game that allows for periodic Environment change to give the game a chaotic feeling, was initially planned for entrance into a game jam but continued work singularly, added mechanics such as AI State machines, shooting logic and modular weapon Systems, also made use of DoTween for Object Instation to give it a healthy scaling look, included the use of Procedural Navmesh Baker a tip learnt from Llama academy to help ease performance issues I may run into after every time the Environment is regenerated in the chaotic theme of the game, utilized this feature for enemy pooling (enabling or spawning enemies around baked areas and

disabling enemies outside these regions).