

EMMANUEL DAMILARE OYEBAMIJI

Game Developer | Unity Intermediate| Level Designer

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PROFESSIONAL SUMMARY

Detailed-oriented and results-driven **Unity Game Developer** with a strong foundation in **C# programming, game mechanics, and level design**. Experienced in developing prototypes and complete gameplay systems using Unity3D. Proficient in core game development tools including **Shader Graph, Animator, Input System, and physics-based movement**. Known for strong leadership and collaborative skills, with experience managing technical teams and educational outreach as a student leader. Currently seeking a Unity development role where I can contribute technical skills, creativity, and a growth mindset.

UNITY GAME DEVELOPER – PERSONAL PROJECTS

Ice Runner – Endless Runner Game (Prototype)

- Designed an **endless runner game** with procedural level generation and dynamic difficulty scaling.
- Implemented character movement, obstacle spawning, and UI elements using **Unity C# scripting**.
- Integrated **Animator Controller** for smooth player animations and responsive controls.

Kitchen Chaos – Time-Based Cooking Simulator

- Built a **3D top-down cooking game** with multitasking gameplay and custom UI interfaces.
- Used **Unity Event System**, Delegates, and 'ScriptableObjects' to modularize game logic.
- Applied **Shader Graph** for visual effects and **JSON serialization** for dynamic recipe and level data. Tools such as shader graphs, unity animation and animator, Unity input system.

Ping-Pong Clone – Classic Arcade Game

- Developed a 2D physics-based ping pong game using **Unity's 2D Physics Engine**.
- Implemented scoring system, AI paddle behavior, and restart mechanics.
- Practiced **Rigidbody2D**, collision detection, and frame-based animation control.

EDUCATION

Bachelor's Degree in Electrical and Electronics Engineering	02/2020 - 06/2025
Federal University Oye Ekiti	Ekiti State, Nigeria

LANGUAGES

English	Proficient	•••••	French	Intermediate	•••••
Yoruba	Native	•••••			

PROJECTS

Ice Runner

Personal learning project.

Kitchen Chaos

Personal learning project.

Ping-pong

Personal learning project

SKILLS

Unity · C# · Gameplay Scripting ·
Level Design · Game UI/UX ·
Game Prototyping

Unity Editor · Shader Graph ·
Animator Controller ·
Unity Input System · JSON ·
Visual Studio · Git · GitHub
Team Collaboration · Leadership ·
Agile Development · Communication ·
Problem Solving

VOLUNTEERING

President

Impact Leaders Club, FUOYE Chapter
10/2024 - Present
Directed a 25+ member student organization focused on **STEM education, innovation, and outreach**.

Organized 10+ events and workshops, reaching over 500 secondary school students.

Led project teams using **collaborative and agile approaches** to achieve community impact.