

EMMANUEL DAMILARE

OYEBAMIJI

Game Developer | Unity Intermediate| Level Designer

+2347068944276 @ emmanueloyebamiji03@gmail.com

www.linkedin.com/in/emmanuel-oyebamiji-damilare

github.com/EmmyAkine Lagos Nigeria

PROFESSIONAL SUMMARY

Detail-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 Engineering02/2020 - 06/2025

Federal University Oye EkitiEkiti State, Nigeria

LANGUAGES

EnglishProficient●●●●●FrenchIntermediate●●●●●

YorubaNative●●●●●

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 S

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.