

# NDUBISI AHUKANNA

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## EMPLOYMENT

Dec. 2019 to Current

### Game-U · *Instructor [Accelerate] (Onsite & Remote)* · Manhattan, NY

Conducted remote and on-site sessions with child and adult students in various game development topics and game design strategies for their personal projects  
Written and published multiple curriculum of game development courses with Godot  
Taught programming languages C++, Python, Java, HTML/CSS/Javascript to clients targeting future job prospects

Sept. 2015 to Jan. 2018

### Grayabyss LLC · *Interim Lead Developer / Concept Artist Intern* · Los Angeles, CA

Lead remotely a team of four to six interns to develop a mobile game app inspired by Mortal Kombat's "Test Your Might" mini-game using Gamemaker Studios 2  
Discussed and designed concept art for characters, enemies, and weaponry for Unreal turn-base RPG with an online team of 5+ interns.  
Researched C++ libraries to utilize for the prototype  
Arranged Git repository for work progress.

June 2016 to Aug. 2017

### Steam Works Studios · *Teacher/Instructor* · Parsippany, NJ

Taught children of grades 3-5 to assemble and program EV3 Robotics and modding in Minecraft with Java  
Arranged meetings with private schools and library officials to introduce and present the teaching program of the company

Mar. 2015 to May 2015

### Energy Management Controls Corporation · *Service Engineer* · Long Island City, NY

Redesigned software which monitored installed HVAC systems for office buildings, universities, town houses, and hospitals within customer specifications  
Redesigned UI of company HVAC monitoring software through the company's own modeling program for more visual accessibility for customers

## PROJECTS

June 2021 to Nov. 2021

### Greenwalker (Personal Project)

Inspired by Soukoben, a puzzle game where your powers are determined by the tile you are on.  
Game Link: <https://foxfx.itch.io/greenwalker-demo>  
GITHUB: <https://github.com/FoxFX87/Druid-Project>

Jan. 2021 to Feb. 2021

### Fighting Game Template (Personal Project)

Personal project in Godot implementing a template for a 2.5D fighting game inspired by recent Street Fighter titles. Project included tests on impact responses to attacks and polishing animations.  
Youtube LINK: <https://www.youtube.com/watch?v=IYyi6WICq9o>  
GITHUB: <https://github.com/FoxFX87/Godot-FightingGameTemplate>

Sept. 2018 to May 2019

### DreaMeScape (RIT Capstone Group Project)

Working with a team of 6, we design a turn-based tactical-like game which takes the story of a group of children thrown into an adventure created of their own imagination. My work included providing concept art for each character of the game as placeholders for the game and as a reference point for other artists to assist our work on. I also redesigned the gameplay mechanics of this game with an intrinsic movement system. DreaMeScape prototype was made with Unity and will be redesigned with the Entity Component System which will develop the game with a data-oriented design.

Game LINK: <https://simmmer.io/@NaveenSampath/dreamscape>

Aug. 2018 to Jan. 2019

### Tome Runner (Personal Project)

Experimenting merger of two game genres: Endless Runner and Bullet Hell Games. Game includes a character running in an endless field while the player uses their mouse cursor to cautiously collect things to gather and unleash special attacks.

Youtube LINK: <https://www.youtube.com/watch?v=cCBVv1eW7s>

Jan. 2018 to May 2018

### ZigZagEngine (Group)

Group project using DirectXTK to develop a simulation game inspired by a musical game.  
Group assignment made to implement shaders and other graphical effects.  
Was in charge of implementing shadow maps, creating musical cues, and formulating 2D UI elements to the game.  
Project written in C++.

Youtube LINK: <https://www.youtube.com/watch?v=sXTu-9v7owA>

## SKILLS

### PROGRAMMING LANGUAGES SOFTWARE ENGINEERING

C++, C#, Java, Python, Javascript, HTML, CSS  
Unity, Game Maker Studio 1.4/2, Visual Studio 2017/14, Blender, Photoshop, Android SDK, DirectX3D, JSON, PS4 Console Development (in course), GitHub,  
Unreal Engine, SQL, Maya, Godot  
HVAC, Relays, AutoCAD, Matlab

## EDUCATION

Aug. 2017 to May 2019  
2019

### Rochester Institute of Technology

M.S. Master of Science, Game Design and Development  
GPA: 3.3

2013

### New Jersey Institute of Technology

2011

M.S. Master of Science, Electrical Engineering - Intelligent Systems Track  
B.S. Electrical Engineering  
M.S. GPA : 3.0