FAATIH ADEKUNLE KAJOGBOLA

Cybersecurity Professional & Game Developer

📧 Garrus31@gmail.com 🔢 +353 870 303 133 📍 Dublin, Ireland

💼 linkedin.com/in/renegade-studios 🔗 github.com/Garrus-31 🌐 garrus-31.github.io/Portfolio/

PROFESSIONAL SUMMARY

Results-driven Game Developer and Cybersecurity Professional with a passion for creating engaging and secure experiences. Specialized in Unity and Unreal Engine development with a strong foundation in cybersecurity principles, including penetration testing, secure coding practices, and threat analysis. Demonstrated ability to bridge the gap between creative game design and robust security implementation.

Proven track record of delivering high-quality games and security solutions on time and within budget. Strong collaborator with excellent problem-solving skills and a passion for staying current with emerging technologies in both gaming and cybersecurity domains. Committed to creating immersive player experiences while maintaining the highest standards of data protection and system security.

EDUCATION

B.Eng, Chemical Engineering   *2022*
University of Ilorin
Kwara State, Nigeria

MSc, Cybersecurity   *2025*
National College of Ireland
Dublin, Ireland

TECHNICAL SKILLS

Programming Languages   **Game Engines & Tools**

| C++ | Python | JavaScript | Blueprint | | Unity | Unreal Engine |

Cybersecurity

Penetration Testing	Network Security
Threat Analysis	Vulnerability Assessment

Tools & Technologies

Git	Docker	AWS	Linux
Wireshark	Metasploit	Burp Suite	

FEATURED PROJECTS

CyberKnights   *2025*

Solo Developer | Unreal Engine 5, Cybersecurity Education

I developed this project as part of my thesis to examine the effects of teaching cybersecurity concepts through a gamified learning module, with the aim of joining my passion for cybersecurity and game development together. The intention was to make learning about cybersecurity more appealing to the average person by making it more fun and rewarding. This was done by building a video game centered around teaching the concepts of cybersecurity.

- Developed a gamified cybersecurity learning module
- Measured learning gains against control group learning through cconventional methods
- Increased player knowledge retention by 12%

Demo | **Itch.io**

Cloud Security Project   *2025*

Team Leader | AWS, MySQL, Network Security

The main objective of this project was to set up a cloud environment and then completely secure it by initiating a Cloud VM Instance (IaaS) via AWS, configuring a LAMP Stack and a WordPress site on the same instance, and securing both the EC2 instance and the WordPress site.

- Effectively secured an AWS EC2 instance, LAMP stack and WordPress site
- Employed tools like Wireshark, OWASP Zap, DataDog, CloudWatch, Qualys SSL Labs and Orange 2FA over the course of the project
- Significantly increased security posture by implementing features like SIEM, SSL certification, authentication and access management, anti-spam and session management.

Demo

Secure Application Development Project   *2025*

Solo Developer | Java, Application Security

This project involved discovering all the vulnerabilities in an intentionally vulnerable Java Application and securing it by conducting a manual code review and performing security testing using different state-of-the-art tools.

- Carried out SAST using SonarQube and Snyk to reveal two severe SQL injection vulnerabilities, and two medium level hardcoded credential vulnerabilities
- The manual code review conducted revealed that all the passowrds entered into the database were stored in plaintext without any form of encryption
- All the vulnerabilities discovered were fixed and the secure code was uploaded to a GitHub repo

Demo | **GitHub**

Crypt Raider
2024

Solo Developer | Unreal Engine 5, C++

This project allowed me to learn a lot about the nanite and lumen lighting system, as well as the importance of sound design. The code for this project was mostly done with C++, but blueprint was used for the level design.

- Created a system that uses overlapping actors and tags to trigger important actions around the level
- Used line traces and hits to trigger interactable actions with objects in the level
- Explored the new nanite and lumen lighting system

Demo | Itch.io

Open World RPG Project
2024

Solo Developer | Unreal Engine 5, C++

This was my most ambitious UE5 project. It combines everything I've learned over the years into a single sprawling level with different locations, multiple enemy types, all with different animation states and attack patterns, unique mechanics like sword equipping and sheathing and RPG elements like experience and currency. Designing this project involved significant effort utilizing both C++ and Blueprint.

- Utilized UE5 sculpting and foliage tools to design and populate a massive open world level
- Programmed multiple enemy types with unique movesets and animations, all derived from a single master AI controller class
- Created several effects using the Niagara and Cascade particle systems

Demo | Itch.io

CERTIFICATIONS & TRAINING

- **Certification in Unreal Engine 4 Blueprint Development**
  Udemy | 2022
  Credential ID: UC-f9af9c19-3b25-4751-a393-b0c3afaf9137
- **Certification in Unreal Engine 5 Blueprint Development**
  Udemy | 2023
  Credential ID: UC-cfb1085f-e1ba-441f-8db1-a9d5f9c0f795
- **Certification in Oracle Cloud Infrastructure Foundations**
  Oracle | 2023
  Credential ID: 100330997OCIF2023CA
- **Cybersecurity Training Diploma**
  Femtech IT Institute | 2024
  Credential ID: FITI/24/TW/3260
- **Certification in Unreal Engine 5 C++ Development**
  Udemy | 2024
  Credential ID: UC-d101d091-19de-4519-ac64-83d5d544b225

PROFESSIONAL EXPERIENCE

Procurement Assistant (NYSC)   *January 2023 – December 2023*

Nigeria Extractive Industries Transparency Initiative

Abuja, Nigeria

- Developed and maintained comprehensive supplier databases to ensure accuracy of procurement information
- Performed detailed research into potential suppliers to assess their capabilities, prices, lead times, product quality
- Analyzed data to identify trends and opportunities for cost savings across the supply chain
- Evaluated supplier performance based on quality, cost, delivery times, payment terms

Key Achievement: Overhauled the entire supplier database by removing duplicate and disqualified vendors, leading to a 23% reduction in the overall size of the database.

Intern   *June 2020 - May 2021*

Standard Organization of Nigeria

Abuja, Nigeria

- Created reports and data-driven presentations that were used during departmental meetings
- Maintained a positive attitude towards customers when handling inquiries or complaints
- Provided technical assistance for software and hardware related issues to team members
- Conducted safety inspections at multiple production plants to ensure regulatory compliance

Key Achievement: Made a final project presentation at end of internship to communicate findings, share observations, and offer suggestions for improving program.