







# FAATIH ADEKUNLE KAJOGBOLA

## Cybersecurity Professional & Game Developer

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### PROFESSIONAL SUMMARY

Game Developer and Cybersecurity Specialist with 3+ years of combined experience designing engaging games and securing applications. Proven track record in developing interactive, educational cybersecurity games that improve knowledge retention by 12%, and leading cloud security projects that enhance system defenses. Skilled in C++, Python, Unreal Engine, penetration testing, and secure coding practices. Known for bridging creative development with robust security solutions to deliver innovative and safe user experiences.

### EDUCATION

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

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

### TECHNICAL SKILLS

#### Programming Languages

C++ Python JavaScript Blueprint

#### Game Engines & Tools

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**

Gamified cybersecurity learning module examining teaching cybersecurity concepts through interactive gameplay, to make learning more appealing and rewarding.

- Developed a gamified cybersecurity learning module
- Measured learning gains against control group learning through conventional methods
- Conducted a user study with 19 players, resulting in a 12% increase in cybersecurity knowledge retention compared to conventional methods

[Demo | Itch.io](#)

**Cloud Security Project** 2025  
**Team Leader | AWS, MySQL, Network Security**

Set up a Cloud VM instance via AWS, configured a LAMP Stack and a WordPress site on the same instance and secured all parts of the setup.

- 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

Project involved discovering all the vulnerabilities in a Java Application by carrying out a manual code review and performing security testing using different state-of-the-art tools and securing it by fixing these vulnerabilities.

- Performed manual code review and security testing using SonarQube and Snyk to identify and fix 4 bugs and 5 major security vulnerabilities
- Raised the application's Reliability score from an E to an A by addressing SQL injection flaws and hardcoded credentials
- Enhanced security posture by encrypting passwords and fixing all identified vulnerabilities, with code available on GitHub

[Demo | GitHub](#)

## Crypt Raider

2024

### Solo Developer | Unreal Engine 5, C++

UE5 project exploring nanite and lumen lighting systems and dynamic level interaction.

- Created a system that uses overlapping actors and tags to trigger important actions around the level
- Solved complex event triggering challenges to ensure bug-free interactions within the level using overlapping actors, tags, line traces, and hits
- Explored UE5 nanite and lumen lighting systems and dynamic level interaction

[Demo | Itch.io](#)

## Open World RPG Project

2024

### Solo Developer | Unreal Engine 5, C++

Ambitious open-world RPG combining skills gained over the years with multiple enemy types and mechanics.

- 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
- Overcame significant optimization challenges to ensure smooth gameplay despite a massive level with numerous active enemies and foliage

[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 managing over 200 vendors, ensuring accuracy and reliability of procurement information
- Performed detailed research into potential suppliers assessing capabilities, prices, lead times, and product quality to support strategic sourcing decisions
- Analyzed procurement data using Excel and internal tools to identify trends and opportunities, resulting in cost savings and faster procurement cycles

*Key Achievement: Overhauled the supplier database by removing duplicate and disqualified vendors, reducing the database size by 23%, which led to significant cost savings and improved procurement efficiency.*

### Intern

June 2020 - May 2021

#### Standard Organization of Nigeria

Abuja, Nigeria

- Created bi-weekly reports and data-driven presentations that improved efficiency for an 8-member team during departmental meetings
- Provided technical assistance resolving software and hardware issues, enhancing team productivity
- Conducted safety inspections every two weeks at multiple production plants to ensure compliance with the SON Mandate

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