FAATIH ADEKUNLE KAJOGBOLA

Cybersecurity Professional & Game Developer

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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. Proven track record of bridging creative game design with robust security implementations.

EDUCATION

MSc, Cybersecurity
National College of Ireland
2025
Dublin, Ireland

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

TECHNICAL SKILLS

Programming Languages

C++ | Python | JavaScript | Blueprint

Cybersecurity

Penetration Testing | Network Security | Threat Analysis
Vulnerability Assessment

Game Engines & Tools

Unity | Unreal Engine

Tools & Technologies

Git | Docker | AWS | Linux | Wireshark | Metasploit
Burp Suite

FEATURED PROJECTS

CyberKnights
Solo Developer | Unreal Engine 5, Cybersecurity Education
2025

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

- 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
Team Leader | AWS, MySQL, Network Security
2025

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 conducting a manual code review and performing security testing using different state-of-the-art tools and securing it by fixing these vulnerabilities.

- 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++

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
- 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++

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
- 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

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
- 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.