







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

- Conducted 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.