

✉ gbamist@gmail.com

🌐 [Link to Portfolio](#)

GBAMIS TOBI

Unity Developer

EDUCATION

Bachelor of Technology

Federal University of Technology,
Minna

Information Technology

2010 - 2015

ABOUT ME

A Unity Game Developer with over three years of experience in game design and development. Hands-on experience in implementing game features and mechanics using both Object-Oriented Programming (OOP) and Data-Oriented Programming (DOP) in C#. I possess strong skills in UI, physics, animation, AI, game mathematics, native plugin integrations on Android platform, integration with cloud services, and device performance profiling. My experience spans the development of PC games and numerous mobile hyper-casual games.

In addition to my technical skills, I am committed to continuous learning and staying abreast of the latest industry trends. I thrive in collaborative environments, working closely with designers and artists, and actively participating in code reviews.

TECH STACK

Unity 3D

C#

DOTS

DI Frameworks

C++

Android Studio

Swagger

GitHub

PlasticSCM

SKILLS

Game Design planning and
Development.

Game Performance Optimization

Team Leadership and Supervision.

Quality Assurance.

Code Review.

WORK EXPERIENCE

Landell Games, Sweeden

June 2024 (Freelance Remote)

Unity Developer - PC

- Collaborated with the development team on refactoring game AI for RTS Units using Hierarchical State Machines.

Duelit Play and Earn (Inc), USA

April 2022 - 2024 (Full-time Remote)

Unity Developer - Mobile eSports

- Created and maintained technical documentations and code architecture guidelines for company's hyper-casual projects.
- Optimized gameplay and scene loading times using Asset packing techniques.
- Implemented custom physics and efficient algorithms for realistic hyper-casual games.
- Synchronized gameplay across players using backend services.
- Games Developed
 - Cube Ninja,
 - Air Combat,
 - Twenty Forty Eight,
 - Tropical Samurai
 - Hollow
 - Parking Chaos 3d

TECH STACK

Unity 3D
UGS
Photon Pun
Photon Fusion
FireBase
PlayFab
Rust
Python
3D Modelling
AR

LANGUAGE

English

CERTIFICATION

Unity Certified Associate Game Developer
LinkedIn

WORK EXPERIENCE

○ AppCake, Hong Kong

February 2023 - March 2023 (Freelance Remote)

Unity Developer - Mobile

- Refactored UI for Spiderman Minecraft game.
- Refactored Save/Load systems for User generated Skins.
- Fixed bugs related to the Android platform.

○ Axxon Network / Rynixgames, Nigeria

December 2018 - January 2024 (Co-founded & Full-time)

Lead Game Developer - PC, Mobile & HTML5

- Coordinated the design and development of games from scratch.
- Supervised and Estimated tasks/milestones.
- Coordinated with other team members to ensure proper alignment of project goals and timelines.
- Developed core game modules from scratch for PVP Samurai Combat game.
- Leading the development of an end-less flying shooter game.
- Collaborated with UI/UX team to ensure responsive user interfaces across devices.
- Optimized gameplay and scene loading times using Asset packing techniques for a web3 Metaverse project.
- Coordinated the design of the game server API endpoints.
- Planned DLC's with artists.
- Implemented Editors for Scene view Character customizations and selections for an nft game.
- Implemented Procedural Level generation.