My Gaming Projects

By: James Ohia

About Me:

I hold a first-class degree in Computer Science and have over 4 years of experience in
Quality Assurance, DevOps, and Game Development. I have 5 years of experience in programming in core languages like Java, C#, C++, JavaScript, Python, and C. I deeply understand fintech, banking systems, and the game industry.

I work as a Lead Automation Quality Assurance engineer on multiple clients such as flutter wave where I created the scripts to automate their end-to-end Web Applications and Mobile Applications. I also created a Continuous Integration/ Continuous Deployment in a pipeline for all their applications to ensure scheduled tests are being held on and errors don't escape to production. I did the same for other companies such as Patricia, CWG, Investment one, Remitise, Pheonix, Paga, First City Monument Bank, etc. I also executed a performance test specifically for FCMB and Patricia.

I worked on multiple game development projects where I either work on solely or with a team or as a consultant for a company. I have worked on 6 games where 3 are published or on Open Beta testing, 2 as a consultant for a company, and 1 used as my final year school project that was later embedded in my department website. This document particularly shows my 3 game projects that are published for open Beta testing where I planned on establishing them to make a difference especially due to the fact that there is yet to be an African gaming company that has built a globally compe

Gaming Projects:

Nouns Hunt

Dash Studios
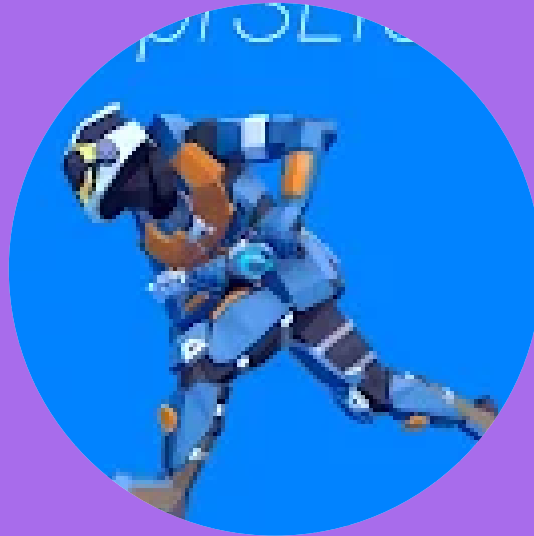
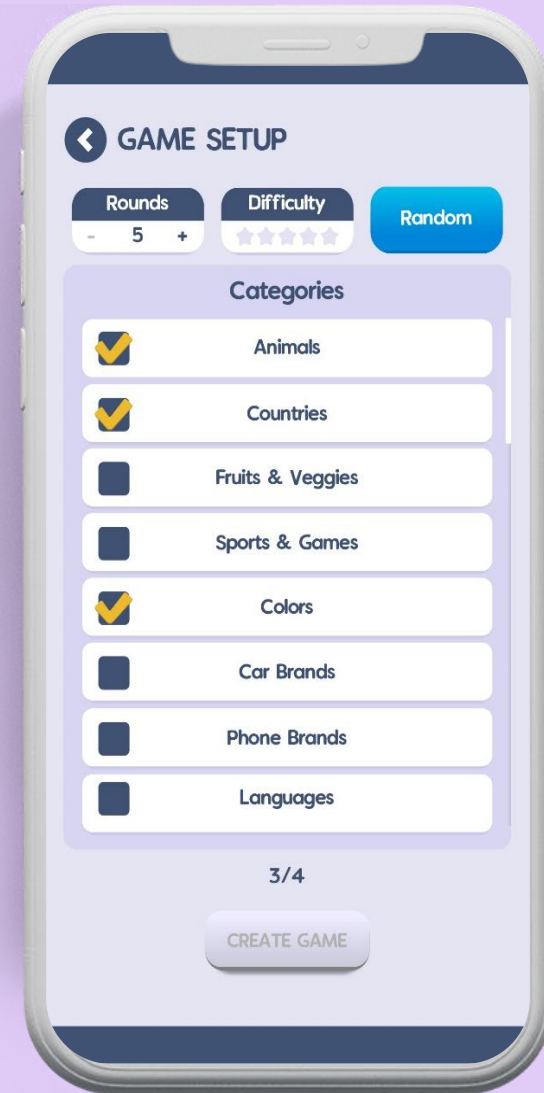**Hyperslice**

Personal Project

Yahoo Boys

Personal Project

NOUNS HUNT

Nouns Hunt, developed by Dash Studios, of which I am a Co-Founder and an integral part of its technical development., Nouns Hunt is an exciting word game, that innovates on an African childhood game of 'Name, Animal, Place & Thing' or 'Column' to recreate an addictive masterpiece. It is a multiplayer word game.

In November 2022 Beta Development commences, Nouns Hunt was selected for The Global games pitch. Nouns Hunt comes top 3 in Global Indie Clash. In 31st March 2023, Nouns hunt Open Beta was released. In less than 9 hours after launch, we were top 12th charting word game globally on the App Store and we registered 300+ users in just a week.

For more info, visit https://dashstudios.tech.
Game Link https://urlgeni.us/dashstudios.

HYPRSLICE

Hyprslice is a hyper-casual endless runner game. The game was mainly created for a 2021 Game Jam competition that features an endless runner theme. The time interval for the development was a week which we did and won the competition. The game is available on the Google Play Store, with over 300+ downloads without any advertisement but currently still in development for the full version to be out. It was released on June 16, 2021. It got the attention of Open Mediation which will take part in the marketing once the full version is out and ready.

Hyperslice was developed by a team of 3 which are Chuks, James, and Kay called Adair Interactive Arts.

Check out game
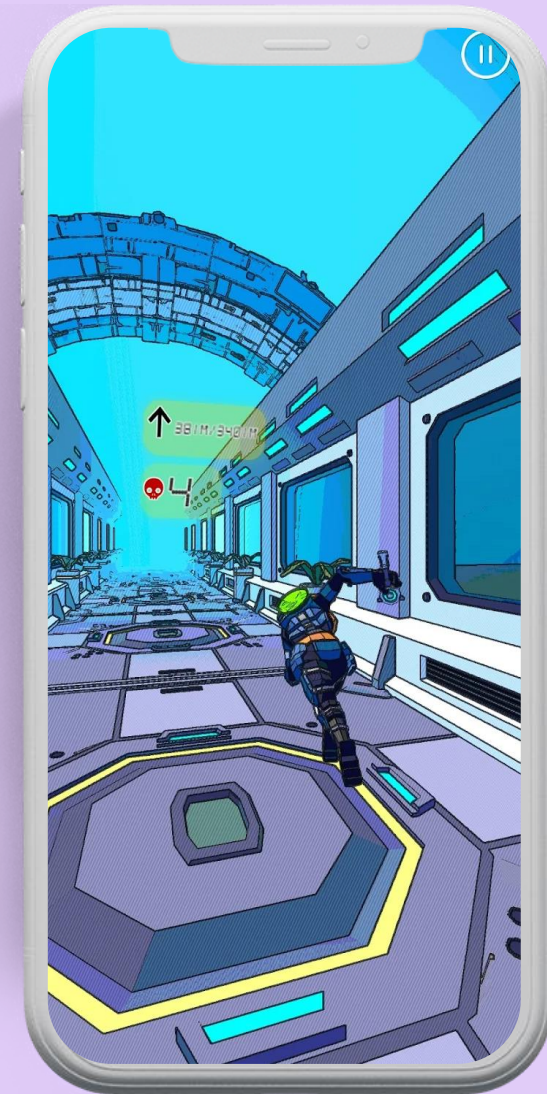
YAHOO BOYS

Yahoo boys released on September 27, 2021, has racked up over 2000+ downloads with just personal hype only, and no monetary advertisement was involved, and racked up over 1500 dollars in revenue. In this game, you have to escape from the authorities that suspect you of being a fraudster. The game was solely created by me. The game's geography and characters are based on Country Nigeria. It includes comedic voiceovers. It is a unique game that packs a lot of fun and related situations, especially for people in Africa. I plan on expanding the Yahoo Boys into a storyline and working with a team on it once I am comfortable with Nouns Hunt Market.

Check game out https://play.google.com/store/apps/details?id=com.GameWorldMotions.YahooBoys.