Albert Njonjo Njubi

Game & Software Developer

PROFESSIONAL PROFILE

Game Developer with experience working on indie teams working towards developing small titles with skills in game programming as well as Level Design. Experienced in Unity Engine, Adobe Suite (including Premier, Photoshop, Illustrator, and InDesign), as well as using the programming languages C#, C++, Python, and JS. Worked as an intern for MassDigi Institute to assist teams in reaching both short term and long term goals, as well as shifting project goals during early development in order to keep the timeline as realistic as possible.

CONTACT

📞 +491756573476

✉ albert.njubi1@gmail.com

in https://www.linkedin.com/in/albert-njubi/

PORTFOLIO

http://www.albertnjubi.com

EDUCATION

BACHELOR'S DEGREE
BA in Game Design: Game Development Becker College
2015 – 2020

EXPERTISE

SOFTWARE

Adobe Suite(Photoshop, Illustrator, Premier), Unity3D, UE4,

Visual Studio, Github, MySQL, Maya3D.

WEB/PROGRAMMING

HTML5, CSS, JavaScript, Node.js , C#, C++

SKILLS

Communicative	Adaptability
Leadership	Collaborative
Team Oriented	Problem-Solver
Dependable	Open-Minded Creative

LANGUAGE

Fluent in English and Swahili.

Basic Conversational German

EXPERIENCE

Independent Contractor
Remote Freelancer Software & Game Developer
December 2020 - Present
● Establish communication with clients via gig work sites to develop a minimum viable product.
● Form a work contract with the client to deliver the product based on their needs.
● Use Node.js, Javascript and/or C#/C++ to develop the project demo within 4~ weeks.
● Created clear documentation for MVP, design documents, and general concepts to ensure both client, and I had clear vision of the project and allow for easy contributions from both sides.
● Developed API programs for personal and commercial use.

RudderHaven Publishing Worcester, MA
Game Design Intern
September – December 2019
● Designed a proprietary tabletop Living Card Game with a 4-person team.
● Prototyped various concepts and mechanics from the ground up.
● Participated in team meetings, brainstorming and weekly standup reviews.
● Collaborated on crafting a complete Game Design Document which would be future-proofed for future teams.
● Using Slack I kept up with the team, updated tasks and communicated issues.

Worcester Massachusetts Digital Games Institute (MassDiGI) Worcester, MA
Live Studio Intern - About Last Night (Unreleased)
September – December 2017
● Attended weekly standups, brainstorms and progress meetings with the team and Dejobaan.
● Applied understanding of data structures and algorithms to integrate random generation into the unity game engine.
● Playtested the weekly build for quality assurance purposes.
● Worked on cementing the main gameplay loop, designing it around fun and rewarding strategies.
● Conceptualized, programmed, and implemented the A*star random map generation as well as AI Movement and Spawning.

Worcester Massachusetts Digital Games Institute (MassDiGI) Worcester, MA Live Studio Intern ~ Colosseum Coach
September – December 2016
● Collaborated with a 7-person team; designed and implemented add-on combat features for the play store game Colosseum Coach ahead of schedule.
● Researching and independently learning new coding methods and formulas