Job Omondiale

Gameplay Programmer And Tools Programmer

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Open to Remote, Relocate, Hybrid | LinkedIn | GitHub | Portfolio

SUMMARY

Passionate Gameplay Programmer with a strong foundation in game development, specializing in Unreal Engine and Unity. Demonstrated expertise in developing innovative tools, optimization techniques. Proven track record of leading game development projects, implementing advanced gameplay mechanics, and solving technical challenges. Skilled in multiple programming languages including C++, C#, and JavaScript, with a focus on combining technical proficiency with a continuous learning mindset.

SKILLS

Programming Languages	: C++, C#, JavaScript, ReactJS, TypeScript, Blueprint
Game Development	: Unreal Engine, Unity Engine, OOP, Data Structures, Algorithms
Web Development	: React, HTML, CSS, Node, Express
Version Control	: Git
Project Management	: Agile Practitioner, Microsoft Teams, Trello, Discipline, Imagination, Sprint Planning

WORK EXPERIENCE

Falmouth university

3rd Year Team Project, Falmouth, United Kingdom   **Sep 2024 - Present**

- Managing and delegating tasks to other programmer as the lead developer and project owner of a narratively driven slime game in Unreal Engine 5.
- Customised engine by creating custom tools to help designers and blueprint scripting of dialogue interaction, questing and talent tree with custom editor and asset types.
- Created a generic object pooling plugin to significantly reduce actor spawning overhead and memory allocation costs. as well as engineering a custom Unreal Engine editor debugging tool, enhancing developer visibility into object pooling performance and management.
- Developed a flexible, state-aware AI framework capable of handling nuanced interactions from standard enemy behaviours to intricate boss encounter mechanics
- Implemented memory-efficient AI death handling by strategically switching actors to invisible state instead of complete destruction, minimizing deallocation expenses.

2nd Year Team Project, Falmouth, United Kingdom   **Sep 2023 - May 2024**

- Spearheaded the development of a narrative-driven frog game in Unreal Engine as the sole programmer, engineering intricate gameplay features, visual effects, and optimized performance.
- Orchestrated codebase management, implementing robust game menus, settings, and facilitating a smooth user experience through strategic optimization.
- Fostered seamless collaboration by championing effective communication, version control practices, and proactively resolving technical challenges while adapting the project's scope to resource constraints.
- Embraced a continuous learning mindset, learning VFX production, shaders, and technical artistry skills to position myself as a valuable asset for future projects and industry opportunities.

1st Year Team Project, Falmouth, United Kingdom   **Sep 2022 - May 2023**

- Initiated the integration of gameplay mechanics for a Unity-based local multiplayer 2D isometric puzzle game, ensuring meticulous consideration of perspective dynamics. Additionally, empowered designers by furnishing them with layering tools to strategically position the player behind or in front of game objects, thereby elevating the gameplay experience.
- As the sole programmer, orchestrated the development of all mechanics and gameplay features, including an intuitive inventory system and item collection mechanics to facilitate progression and add depth to the gameplay.
- Seamlessly integrated third-party assets like Fungus, enhancing quest objectives and providing valuable information to players, enriching their overall experience.
- Devised a method to track player progress between levels, utilizing singletons (GameState/Game Manager) to make critical systems aware of vital data spanning multiple levels/scenes.

First Active 365

Health Care Assistant, Falmouth, United Kingdom   **Sep 2023 - Feb 2024**

- Maintained accurate and detailed records of patient information, including vital signs, pain management, and daily inputs and outputs.
- Monitored patient progress, promptly identifying and addressing obstacles to facilitate a smooth recovery process.

- Fostered strong, trusting relationships with patients, ensuring their well-being through continuous support and compassionate care.

EDUCATION

Falmouth University, Falmouth, United Kingdom - *BA, Game Development Programming*
Specialized in software engineering for gaming applications utilizing Unreal Engine and Unity Engine.

PERSONAL PROJECTS

Miquella's End, , Link, Falmouth, United Kingdom   **Oct 2023 - Dec 2023**
- Created a modular AI framework with potential for expansion, however did not fully implement multiple AI agents.
- Developed a modular ability system that allows flexible skill integration for characters, showing adaptability in game mechanics design.
- Demonstrated technical problem-solving by implementing targeted optimization techniques in Unreal Engine, including LOD generation, light management, and a customizable settings menu.

Animeter, , Link, Falmouth, United Kingdom   **Present**
- Engineered "Animeter," a dynamic anime ranking website, leveraging React, HTML, CSS, JavaScript, Node.js, Anilist API, and Firebase for user authentication and storage, fostering a vibrant social platform for anime enthusiasts to connect and interact.