JOB OMONDIALE

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Education

BA Game Development Programming **Falmouth University** *Falmouth , UK* *Graduation Date*: **06/2025**

- Specialized in software engineering for gaming applications utilizing Unreal Engine and Unity Engine.

Skills

- C++ | C# | Unreal Engine | Unity Engine | Express | React | HTML | CSS | JavaScript | Firebase | Git | Node | Agile Practitioner
- Game Development | Frontend | English

Experience

Lead Engineer **Second Year Team Game** **09/2023 - 05/2024**

- **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.

Gameplay Programmer **Boss Fight** *Falmouth , UK* **09/2023 - 05/2024**

- Using **Unreal Engine C++ and Blueprint,** designed a modular AI system to seamlessly integrate additional AI elements with **agnostic patterns applicable to various enemies**, ranging from simple **individual tasks to modular attribute states**, fostering versatility and scalability in game development. future-proofing the game for enhancements and streamlining development processes.
- Implemented a versatile modular ability (skill) system, enabling diverse character progression across player characters and boss entities, including the boss's signature attacks showcasing adaptability and scalability.
- Optimized game performance by employing cost-effective techniques, such as disabling contact shadows, removing unseen assets, generating LOD (Level of Detail) for meshes, minimizing lights, and reducing their attenuation radius, ensuring a **smooth 60FPS** and implemented a settings menus, ensuring optimal performance and engagement across diverse user configurations.

Lead Programmer **First Year Team Game** *Falmouth , UK* **09/2022 - 05/2023**

- 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.

Personal Projects

- 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.
- Acquired invaluable insights into data storage and its practical applications in online game development, laying the groundwork for creating immersive experiences that seamlessly integrate player progression and cloud-based storage.
- Conceptualized and developed "Halloween Shooter," an engaging endless shooting game, harnessing the power of **Unreal Engine's** blueprint system to craft an immersive and visually captivating gaming experience. Link to YouTube Gameplay: (10/2022)
- Spearheaded the recreation of "Neo Saves The Ocean," a project initially developed during a second-year college (Colchester Institute) work placement using Construct 3, leveraging the robust **SFML** Graphics library and **C++** to reimagine the game with enhanced functionality and performance. (01/2024).