

LEKE ONASHILE

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SUMMARY

Certified **Project Manager** with 4+ years of management experience and 1 year of **independent Video Game Production**.
Facilitator of collaborative and obstacle-free environments through **proactivity, adaptability** and **effective communication**.

PROFESSIONAL SKILLS

PROJECT MANAGEMENT

- **Supported a cross-functional team** of 4 contractors in developing a project worth over \$10 million over the course of 18 months by managing communications and resolving dependencies between various disciplines.
- **Optimized** a project schedule by reordering activities to **effectively reduce completion time by 20%**.
- **Managed all structural quality control procedures** for the restoration of 200 residential buildings.

LEADERSHIP & TEAM COMMUNICATION

- **Led a team** of 5 to develop a web app that allows users to estimate costs of various construction activities. Successfully deployed within a tight 2-week period by **clearing blocks** and **keeping the team motivated**.
- Implemented daily standup sessions to **track project progress** and **verify all milestones were being met** on a large-scale residential development project.
- Mediated between team members to **resolve technical and interpersonal conflicts**.

ORGANIZATION & OPTIMIZATION

- **Owned and managed a live database of over 600 Quality Control issues** as part of a project closeout team in a hurricane relief program. **Advised and collaborated** with construction managers on a near-daily basis to **successfully close out approx. 70%** of the team's allocated projects in the program within 18 months

GAME PROJECTS

[Fractured Gems](#) (Alpha Released: *January 2023*)

Creative Producer | Independent

An original murder-mystery visual novel game.
Currently self-developing all aspects of the game including narrative, sound, art, programming, music and UI.

[Bare-Bones Apothecary](#) (Alpha Released: *October 2022*)

Producer | Team Borderless

A crafting/puzzle game developed for the *IGDA Foundation Game Jam 2022*. Placed third overall out of 20+ other submissions.
Responsible for general production tasks during development.

WORK EXPERIENCE

Consol Associates (Nigeria)

Project Manager (October 2020 – Present)

Municipal Testing Laboratory (New York)

Quality Control Manager (September 2017 – June 2020)

MTA New York City Transit (New York)

Design Management Intern (June 2016 – May 2017)

TECHNICAL SKILLS

- **Professional Scrum Master I (PSM I)** – Certified August 2022
- Agile and Scrum
- Atlassian Suite (**Jira, Confluence**)
- MS Project
- MS Office Suite (Excel, Word, PowerPoint)
- Google Suite
- GitHub
- Unity

HONORS & AWARDS

- IGDA – F Virtual Exchange 2022 Recipient
- 3rd Place in the IGDA–F Game Jam 2022

EDUCATION

New Jersey Institute of Technology

Bachelor of Science (Civil Engineering)

Graduated 2017