



CHENWIE ASANG

Game Developer | ICT Professional

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Languages: English (High Proficiency), French (Elementary)

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🌟 PROFESSIONAL SUMMARY

Game Developer and Technical Leader with 4+ years of experience in application development, DevOps implementation, and team management. Successfully delivered multiple commercial projects while reducing deployment times by 25% through automated CI/CD pipelines and cloud optimization. Proven ability to lead technical teams, mentor junior developers, and drive user engagement improvements of 40%+ through strategic product development

🔧 TECHNICAL SKILLS

- **Game Development:** Unity 2D/3D (Professional), Game Design & Rapid Prototyping, C# Programming (Advanced), SDK Integration (Google Play, iOS Game Center)
- **DevOps & Backend:** GitHub Actions, Firebase, Jenkins, Azure PlayFab, CI/CD Pipelines
- **Tools & Technologies:** Git, Microsoft Office Suite, Krita, Miro, Notion, Hack and Plan
- **Soft Skills:** Team Leadership, Project Management, Community Management, Technical Training

👛 PROFESSIONAL EXPERIENCE

Maliyo Games | Lagos, Nigeria - *Game Developer and Community Administrator*

MAY 2022 - PRESENT

- **Game Design & Development:** Lead game design initiatives and prototype development; programmed core gameplay mechanics using Unity and C#
- **DevOps & Infrastructure:** Established CI/CD pipelines using GitHub Actions, Docker, and Jenkins; built game server infrastructure supporting thousands of concurrent players
- **SDK Integration:** Implemented Google Play Games Services, iOS Game Center, and monetization SDKs, contributing to improved player retention and revenue
- **Community Management:** Administered Discord community of 350+ members with gamification strategies driving engagement and retention
- **Architecture & Strategy:** Modified coding architecture across teams; participated in design thinking and created comprehensive Game Design Documents (GDD)

Additional work samples and detailed case studies available upon request

Key Achievements:

- Successfully published multiple games on Google Play Store and itch.io
- Designed and prototyped multiple game concepts, advancing to full production
- Increased community engagement by 40% and improved player retention rates
- Contributions to player retention strategies directly supported Maliyo's primary KPI goals

Zenara Technology Arts and Design | Bamenda, Cameroon - *Gameplay Programmer*

JAN 2020 - APRIL 2022

- Programmed gameplay systems for educational applications.
- Led programming team of 3 developers, providing technical guidance and mentorship
- Built scalable game systems optimized for educational content delivery
- Successfully onboarded and trained 2 junior programmers

Zenara Technology Arts and Design - *ICT Tutor & Technical Instructor*

OCTOBER 2019 - DECEMBER 2020

- Created individualized lesson plans for diverse learning styles and skill levels
- Instructed university interns and students in software fundamentals and Microsoft Office
- Trained 30+ students with a 95% satisfaction rate

EDUCATION

UNIVERSITY OF BAMENDA | Bamenda, Cameroon - *Bachelor of Technology in Computer Engineering.*

2017 - 2020

Specialization: Software Engineering | GPA - 3.3

AWARDS

Microsoft Word Specialist Certification - Certiport

Crossing Latitudes Certificate of Completion - Brazil/Finland Program

Africacomcade Ark Pitch Winner - Game development competition

REFERENCES

Bazil Azeh - CEO, ZTAD | +237 676 379 479

Michael Fagbemi - Senior Lead Game Developer, Maliyo Games | +234 816 683 6468

Additional work samples and detailed case studies available upon request