Emmanuel Ogie

Game Programmer

emmanuelogie.com
emmanuel.e.ogie@gmail.com
emmanuel-ogie
oakamoore

I'm a graduate game programmer, specialising in C++ and C#, both standalone, and within *Unreal Engine* and *Unity*. I'm a great problem solver, and have a passion not only for games but learning in general.
I work well in a team, but I am also self-sufficient and can take the initiative when working independently.

Skills

Languages*:* C++, C, C#
Game Engines*:* Unreal Engine 4/5, Unity 2021+
Frameworks & Tools: Git, Bash, CMake, Catch2

Projects

Keywords – /keywords

A cross-platform, terminal based typing game
Technologies: C++ 20, FTXUI, miniaudio, Catch2, CMake, Emscripten
- Created using a modern TUI library (*FTXUI*), with a component-based development approach
- Built with a rigorous test-driven approach – high code coverage unit tests written with *Catch2*
- Created different difficulty levels that scale based on player input, and a local leaderboard that stores the highest scores in a given difficulty
- Integrated reactive in-game audio, with an application wide toggle switch, using *miniaudio*

Blob – /blob   itch.io/blob

A top-down online multiplayer arena shooter
Technologies: C#, Unity 2022.1.15, Photon Unity Networking (PUN), Photon Chat, PlayFab
- Developed a room-based, peer-to-peer networking system with *PUN*, that seamlessly synced in-game events, variables, and animations
- Created a real-time online chat system using *Photon Chat*
- Stored best player scores and uploaded them to a global online leaderboard using *PlayFab*
- Created custom assets, and mechanics - movement, shooting, health system - and a single-player game mode with enemy AI agents

Derelict – /derelict   itch.io/derelict

A walking simulator about a stranded astronaut
Technologies: Blueprints, Unreal Engine 4.27.2, UMG
- Crafted an in-game cinematic using *Unreal Sequencer*
- Created a custom dialogue system, that was integrated with *Unreal's UMG* tool
- Developed a custom player controller, and camera system

Asteroid Field Delivery – /asteroid-field-delivery   itch.io/asteroid-field-delivery

A game about delivering rocks across an asteroid field
Technologies: C#, Unity 2021.2.12
- Implemented the object pooling design pattern to optimise the spawning of in-game obstacles, and simulated a planetary asteroid belt
- Created a custom movement and interaction system, and a custom line renderer

Education

BSc (Hons) Computer Games Development, Upper Second Class
University of Westminster | 2020 – 2023

- Proficient in games programming, applied maths and algorithms for games
- Experienced in industry standard 2D/3D games development software