



Samuel Ayokanmi Adebayo

Gameplay Programmer

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✉ [Instagram](#), [GitHub](#),
[LinkedIn](#).

Skills

C++



Unreal engine.



Unity engine.



C#



JavaScript



Python



Profile

I engineer engaging gameplay systems that combine innovative technical solutions with player-focused design, ensuring each game feels intuitive and rewarding.

My passion lies in developing interactive mechanics from character movement and combat systems to AI behavior, that support exceptional narrative experiences.

I thrive on problem solving, tackling complex challenges in code architecture and performance optimization, with a commitment to keeping my code clean and readable for team collaboration.

I enjoy supporting designers, artists, and writers by translating creative concepts into functional, reliable gameplay features using Unity and Unreal Engine.

I regularly seek feedback and iterate on my work, valuing continuous learning and skill advancement to refine both technical and creative aspects of development.

Education

Computer games programming, Anglia Ruskin University, Cambridge.

Sept 2022 — May 2027

Cambridge School of the Creative Industries.

Projects.

Dungeon Generator.

A project showcasing advanced gameplay mechanics and physics simulation. Built with Unity engine, featuring an immersive gameplay element.

Maze Frenzy.

A compelling game project demonstrating creative problem-solving and technical expertise. Built with Unreal engine for real life gameplay experience.