Samuel Adebayo

GAMEPLAY PROGRAMMER

Details

Cambridge , England
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Links

LinkedIn

GitHub

Instagram

Skills

C++

Unreal engine.

Unity engine.

C#

JavaScript

Python

Profile

Narrative gameplay programmer based in Cambridge, specialising in designing and implementing engaging player experiences. I excel, with a strong foundation in gameplay mechanics, physics simulation, AI behaviour, and user interaction. Passionate about building games that feel great to play and tell meaningful stories, with a particular interest in open world experiences and themes of struggle, purpose, and identity.

Experienced in using engines such as Unity and Unreal Engine to prototype and develop gameplay systems, from core mechanics and combat to camera control and UI interactions. Enjoys collaborating in multidisciplinary teams with designers, artists, and writers, contributing ideas while maintaining professionalism, clear communication, and a positive attitude.

Actively developing personal and university projects, including culturally driven and strategy-focused games that explore African heritage, wave-based combat, and upgrade systems.

Education

Computer games programming, Anglia Ruskin University, Cambridge

SEPT 2022 — MAY 2027

Projects

Dungeon Generator, Gameplay Programmer. (Developed with Unity)

NOV 2024 — DEC 2024

*Designed and implemented core gameplay systems including procedural dungeon generation, dynamic object interactions, and player movement mechanics.

*Developed and optimized physics-based features to create immersive and believable environments that respond naturally to player actions.

*Integrated AI behaviors for NPCs and environmental hazards to enhance challenge and engagement.

*Collaborated closely with designers and artists to balance gameplay flow, ensuring the procedural elements provided both variety and coherent player experiences.

*Utilised clean, maintainable, and efficient code practices to support scalable systems and simplify debugging.

Maze Frenzy, Gameplay Programmer(Developed with Unreal engine)

JAN 2025 — MAR 2025

*Engineered complex maze generation algorithms to create dynamic, unpredictable environments that challenge players' navigation and strategic thinking.

*Implemented gameplay features such as timed challenges, interactive objects, and obstacle mechanics that require quick reflexes and careful planning.

*Focused on delivering smooth player controls and immersive camera systems that enhance the feeling of being inside a living, breathing maze.

*Collaborated with level designers and artists to integrate visual and audio elements that reinforce the game's atmosphere and player immersion.