



# Samuel Ayokanmi Adebayo

## Gameplay Programmer

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

### Skills

- C++  
██████████
- Unreal engine.  
██████████
- Unity engine.  
██████████
- C#  
██████████
- JavaScript  
██████████
- Python  
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### 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.