

Highly skilled Gameplay Programmer with over 5 years of experience in the gaming industry. Proven track record of designing and developing gameplay features for various platforms. Adept at working in a team and collaborating with designers, artists, and engineers to create engaging games. Strong programming skills in C#, JavaScript and Unity Game Engine.

Education:

Bachelor of Science in Electronics Engineering

Obafemi Awolowo University, Ile-Ife, Osun, Nigeria.

Skills:

* Proficient in programming languages: JavaScript, C#, and Unity.
* Experience in designing and developing gameplay features and systems.
* Knowledge of AI systems development and optimization.
* Strong communication and collaboration skills.
* Ability to work in a team and mentor junior programmers.
* Knowledge of UI/UX design and visual design.
* Familiarity with various game engines and development tools.

Work Experience:

Pinheads Interactive (Contract Developer - AI Systems)

Dates Employed: 2019 - 2020

* Design and develop AI systems for the studio's game title, Takashi Maze.
* Conduct unit testing and debugging of the AI systems.
* Optimize AI code for better performance on various platforms.

Redshield Games (Junior Gameplay Programmer)

Dates Employed: 2021 - 2022

* Assist in the design and development of gameplay features for the studio's game title, Redshield.
* Work with the senior programmers to implement game mechanics and systems.
* Conduct unit testing and debugging of the game code.
* Optimize game code for better performance on various platforms.

Microlab Ace (Visual Designer)

Dates Employed: 2019 - 2021

* Design and implement UI/UX for the studio's mobile game titles.
* Create visual assets such as icons, buttons, and backgrounds.
* Develop and maintain the studio's visual brand identity.

Inuv8 Studios (Lead Creative Developer)

Dates Employed: 2022 - Present

* Lead the development of gameplay features for the studio's upcoming game title, Midnight Dreams.
* Collaborate with the design team to implement game mechanics and systems.
* Conduct code reviews and mentor junior programmers.
* Debug and optimize game code for better performance.