

# Oluwadare Promise Emmanuel

Game Developer & Blockchain Developer

**Address** Ife, Osun State

**Website :** [Diap.vercel.app](http://Diap.vercel.app)

**Phone** 2349132027991

**E-mail** [Promiseemmanuel.official@gmail.com](mailto:Promiseemmanuel.official@gmail.com)

Highly proficient Game Developer bringing proven history of successfully utilizing latest technologies to create exciting games. Highly energetic professional with over 4 years of experience and meticulous eye for detail. Thorough understanding of gaming trends combined with expertise in various programming languages.

Knowledgeable professional with a background in Blockchain Development. A driven Fullstack Blockchain Engineer known for reporting on the design process to the appropriate stakeholders and debugging new and existing projects.

## Skills

Gaming development  
BlockChain Development  
Game prototypes  
AI Engineer

## Work History

2021-09 - Present

### Lead Game Developer & Blockchain Developer

Apex Games, United States

- Directing the development team in the design, development, coding, testing and debugging of applications

2021-01 - 2022-03

### Game Developer

*Lynch games, Germany*

- Used debugging techniques to identify issues with computer code and resolve errors.
- Mentored newly hired and junior developers in office and departmental policies and procedures.
- Created prototypes based upon design ideas using such programming languages as C#
- Cultivated professional working relationships with marketing department, other design personnel and upper management.
- Created core game storylines, role-play mechanics and character biographies for new video games franchise.
- Managed project requirements and accomplished objectives by self-monitoring progress and promptly solving issues.

## Education

2019-01 - Current

### **Bachelor of Science: Computer Science And Engineering**

*Obafemi Awolowo University - Ife*

## Software

Unreal Engine

Unity 3D

Blender

ZBrush

## Languages

Javascript

Python

C#

C++

Solidity

Rust