

Jeremiah Oyebode

GAME DEVELOPER

Profile

I have recently attained BSc in Computer Science from the Redeemer's University, Ede, earning a Second-Class Upper Honors degree. In addition to my degree, I have created a few projects of my own through self-development using C# language and have a fair share of experience using Unity software. I am looking for a junior game developer position to develop my skills and pursue my passion for game development.

Skills

C#	HTML	DirectX	GitHub
Unity	JavaScript	Sound Design	2D Rigging
Blender	Dart	Audio Engineering	2D Animation

Education

2020-2024	Redeemer's University, Ede, Osun State. BSc. Computer Science Modules included Object Oriented Programming, C# programming.
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Work Experience

June – October 2023	GH Ikorodu ICT Center ICT officer <ul style="list-style-type: none">• Worked as part of a team in a hierarchical structure.• Interpersonal skills working in a public facing capacity.• Multi-tasking.• Reacting to difficult situations daily.
December 2022 – May 2024	Redeemer's University Head of Sound <ul style="list-style-type: none">• Worked as the leader of a team.• Worked as the leader of a team in major events.• Handled Emergencies.

Hobbies and Interests

Other than my passion for creating games and how much of a gamer I am myself, I am also a Sound Designer and Engineer with a certificate to show for it. I have worked in various programs in and out of school. Programs such as Gospel Fest, Light Up, Worship Experience, Word Conference and so much more.

Another one of my interests is volleyball which I have won various competitions in. My best playable position, the setter, which is also the hardest position has earned me a few awards such as the best setter within my school time and also MVP during some games.