

# MUDIA SAMUEL ADUN

HIGHLY TALENTED, INNOVATIVE, & CREATIVE GAMEPLAY PROGRAMMER

## CONTACT

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## SKILLS

- Proficiency and experience with coding languages such as Java, Python, C++ and C#
- Experience working with multiple game engines like Unity and Unreal
- Experience with Unity2D/3D/WebGL/Mobile game development with Git Version Control
- Experience creating Game Design Documents
- Excellent self-sufficiency with a consistent ability to create and work innovatively in a collaborative team, and independently.
- Self-motivated, resilient, reliable, flexible, positive, self-aware, capable of adapting to high demand and fast paced environment.
- Highly effective at organization, time management, and remarkable oral/literary communication skills.
- Excellent critical thinking, and creative problem solving skills with the ability to examine high context situations accurately.

## EDUCATION

**Bachelor of Computer Science (Honours)**

**Queen's University**

2020-2024

## WORK EXPERIENCE

### Gameplay Programmer

ALSQ Studios

February 2024 - Current

- Participated in the development of "Stellar Synergy," a C# Unity2D PC game where 2 players control a mech using their mobile devices.
- Worked on creating a node.js local server client, enabling players' cellphones to connect via a local IP.
- Identified and addressed performance bottlenecks using Unity Profiler, including load time reduction and resolution of performance-related concerns.
- Integrated touchscreen mechanics and gyroscope functionality for intuitive aiming and controls on mobile devices.
- Utilized GitHub/Git for version control and managed continuous integration/continuous deployment (CI/CD) processes.
- Scheduled tasks and managed project timelines using Trello.
- Wrote clean, well-maintained technical documentation of the code.
- Designed a synchronized control system requiring player coordination to navigate the mech.
- Part of a team of 5 that won the Best Game Award at the Queen's University Computing Showcase, sponsored by **EA Sports**.

### Gameplay Programmer

ALSQ Studios

March 2023 - January 2024

- Solo developed "Stay Up!", an indie mobile game released on Google Play, featuring a fully functioning store with microtransactions and in-built ads.
- Designed and developed the game using Unity3D and C# for dynamic, fast-paced gameplay.
- Engineered an intuitive swipe control system for fluid player movement and projectile avoidance.
- Created a robust in-game economy with coin-based rewards, microtransactions, and an integrated store for skins and power-ups.
- Implemented a comprehensive power-up system, enhancing gameplay variety and strategic depth.
- Developed customizable character features, allowing players to personalize their gaming experience.
- Optimized game performance and user experience for Android devices (SDK 33).

### Gameplay Programmer

ALSQ Studios

August 2021- October 2022

- Team of 5 Developed "Hypogean," an indie game released on Steam, integrating Steamworks API for achievements.
- Utilized Unity2D Engine and C# in Visual Studio for game development.
- Collaborated with team members over Discord and using PlasticSCM's Unity integration for file sharing.
- Implemented a fully functioning Singleton Algorithm save and load system, inventory system, and multiple route endings.
- Designed a 2D action RPG featuring a comprehensive story, an elemental-based combat system, and strategic gameplay.
- Developed various gameplay elements, including social events, party interactions, and mini-games, to enhance player engagement and experience.
- Composed all music using FL Studio with free samples and personal instruments, recorded audio with Audacity, and edited promotional videos and materials with Adobe Premiere Pro.