Agyei Lomini

Software Engineer

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Itch.io: https://crestoriashiro.itch.io/
Github: https://github.com/Zeroscapez
Portfolio: https://zeroscapez.github.io/

Game Developer and Full-Stack Engineer with a passion for crafting immersive gameplay and intuitive applications. Experienced in Unity and C#, I've contributed to multiple game jam titles and currently drive development on a large scale indie project. On the web side, I build responsive front ends with React, HTML/CSS, and JavaScript, backed by RESTful APIs, Firebase, SQL, and Java. I enjoy blending technical depth with creative vision, delivering high-quality experiences across games, web, and mobile platforms.

Projects

Inverse – Project Lead, Gameplay Programmer (Unity, C#, Git)
ultima2b.itch.io/inverse

- Directed development of *Inverse* for **Beginner Game Jam 2025**, coordinating a cross-functional team of **6 developers and designers** to deliver a polished, innovative puzzle platformer within a **48-hour** deadline.
- Designed and implemented core gameplay systems, including a **light refraction mechanic** and **character swapping system**, enabling dynamic puzzle interactions between mirrored player states.
- Achieved **#67 out of 129 entries**, with positive feedback highlighting the originality of core mechanics and the clarity of puzzle design.

Greatest Shinobi – Project Lead, Gameplay Programmer (Unity, C#, Git)
ultima2b.itch.io/greatest-shinobi

- Led a team of **5 developers** in designing and delivering a polished platformer prototype within a **2-week** sprint, successfully meeting **100% of project milestones** on schedule.
- Designed and reviewed modular gameplay systems using **Unity's component-based architecture**, ensuring reusable scripts for movement, combat, and enemy AI across levels; maintained team code quality through Git version control and regular code reviews.
- Managed the full Unity development pipeline—from asset integration and physics tuning to scene setup and animation blending—using tools like **Cinemachine**, **Animator Controller**, and **ScriptableObjects** to streamline content creation and enhance gameplay feel.

Vampiric Ascension - Project Lead, Gameplay Programmer (Unity, C#, Git)
https://ultima2b.itch.io/vampiric-pantheon

- Programmed core gameplay features in C#, replicating *Touhou Project* mechanics such as **grazing**, **dense bullet patterns**, and **precision hitboxes**, resulting in high player retention and engagement.
- Developed a **multi-phase boss AI** with **multiple unique phases**, each with escalating bullet patterns, HP-based transitions, and timed phase shifts to increase challenge and pacing.
- Co-developed *Vampiric Ascension*, a **2D bullet hell** game built in Unity over **10 days** for **Bullet Hell Jam 6**, receiving **4.4 stars** in "Gameplay" and **over 500 plays** on Itch.io.

SKILLS

- **Front-End Development**: React, HTML, CSS, JavaScript, XML
- **Back-End Development**: SQL, Firebase, Java, C#, MYSQL, Custom RESTful APIs (JavaScript)
- **Creative Tools & Frameworks**: Unity, Git, Game Design Principles
- **Soft Skills:** Time Management, Adaptability, Creative Thinking, Team Collaboration, Leadership

EDUCATION

- Bachelor of Science in Computer Science | Georgia State University | 2024 | GPA 3.80
- Minor in Game Design and Development