

# AGYEI LOMINI

🏠 Stone Mountain, Georgia, 30088

✉ agyeilomini@gmail.com

☎ 470-263-1643

Github - <https://github.com/Zeroscapez>

## SUMMARY

Game Developer with a strong foundation in game design and development. Successfully led a game jam, showcasing leadership, creativity, and teamwork skills. Currently spearheading an indie game project, demonstrating commitment to innovation and project management. Passionate about creating engaging and immersive gaming experiences.

## EDUCATION AND HONORS

**Bachelor of Science | Graduated: May 2024**  
Georgia State University | Atlanta, GA

**Concentration:** Computer Science with Minor in Game Design and Development

**GPA:** 3.80; Dean's List (3 semesters), President's List (2 semesters)

**Relevant Coursework:** Data Structures, Object Oriented Programming, Game Development II, Fundamentals of Game Design, Database Systems

## SKILLS

**Technical Skills:**

Unity, C#, Git, Java, MYSQL, React, HTML, XML, CSS, JavaScript

**Certifications:**

Git

**Soft Skills:**

Time Management, Adaptability, Creative Thinking, Team Collaboration, Leadership

## PROJECTS

**Greatest Shinobi (Unity) – Project Lead, Game Programmer | Jun 2024 – Jul 2024**  
<https://ultimazb.itch.io/greatest-shinobi>

- Developed a platforming game prototype with a team of developers using Unity that involves the player navigating map using multiple power-ups to reach the end of the level.
- Successfully designed and developed a movement system in C# that was used in development for this project.
- Successfully lead a team to design and develop the game prototype within a 2-week period, demonstrating effective teamwork and leadership.

**Tiger Diver - Vertical Scroller (Unity) – Lead Developer | May 2023 - Jul 2023**  
<https://ultimazb.itch.io/tigerddiver>

- Developed a vertical auto-scroller game where the player's objective is to navigate through a continuously descending environment, reach the bottom to collect a treasure, and then return to the top safely while avoiding obstacles and enemies
- Implemented levels with diverse obstacles and enemies, requiring players to strategize and react quickly to new challenges.
- Resulted in a game that maintained high player interest and retention through interesting gameplay and engaging mechanics, demonstrating successful level design and user experience optimization.

**SMT Like RPG (Unity) – Lead Developer | Mar 2023 - May 2023**

- Developed a SMT inspired Roleplaying Game in Unity, focused on capturing the gameplay aspects of early games in the series such as SMT: IF.
- Implemented a Turn-Based Combat System with a variety of abilities.
- Received favorable responses from players, highlighting the successful recreation of classic gameplay elements.