

Agyei Lomini

📍 Stone Mountain, Georgia, USA ✉ agyeilomini@gmail.com ☎ 470-263-1643 📺 in/agyei-lomini-067340266 🌐 Portfolio: zeroscapez.github.io/

SUMMARY

Portfolio Site: zeroscapez.github.io
GitHub: <https://github.com/Zeroscapez>

Game Developer with a strong foundation in game design and development, specializing in Unity and C#. Successfully led multiple game jams, managing teams of up to 5 developers to deliver innovative prototypes within tight deadlines. Currently spearheading an indie game project with a focus on unique mechanics and immersive player experiences. Recognized for creativity, project management, and leadership, with a proven track record of producing engaging games that maintain high user retention. Passionate about crafting interactive experiences that captivate players and push the boundaries of game design.

EDUCATION

Bachelor of Science

Georgia State University • Atlanta, GA • May 2024 • 3.80
• Concentration: Computer Science with Minor in Game Design and Development.

PROJECTS

Inverse – Project Manager & Gameplay Programmer

- ultima2b.itch.io/inverse
- Served as director and lead developer for Inverse—a project that ranked #67 out of 129 entries at Beginner Game Jam 2025—coordinating a team of 6 developers and designers to deliver a fully functional, innovative gameplay experience within the 48-hour jam timeframe.
 - Designed and implemented innovative mechanics—including a robust light refraction system and a character swapping system—to allow players to manipulate beams of light and interact with mirrored counterparts for puzzle solving.
 - Developed an efficient data management strategy by tracking and controlling multiple data streams, with dynamic start/stop operations, to guarantee responsive gameplay and maintain consistent system performance during complex level interactions.

Greatest Shinobi (Unity) – Project Lead, Game Programmer

- ultima2b.itch.io/greatest-shinobi
- Led a team of 5 developers to design and deliver a fully functional platformer prototype within 2 weeks, achieving 100% of project milestones on schedule.
 - Optimized Unity scripts to boost character movement efficiency—reducing frame drops by 40% and lowering input lag by 25%—which helped maintain consistent rendering at over 60 FPS during critical gameplay moments.
 - Coordinated development tasks using Agile principles, ensuring seamless collaboration and a bug-free final prototype.

Tiger Diver - Vertical Scroller (Unity) – Lead Developer

- ultima2b.itch.io/tiger-diver
- Developed and launched a vertical auto-scroller game featuring 3 unique levels with diverse obstacles and AI-controlled enemies, increasing player engagement by 20% during beta testing.
 - Optimized gameplay mechanics to maintain high retention rates, with 80% of users completing at least 3 levels.
 - Implemented a modular level design system, reducing development time for new stages by 30%.

SKILLS

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

CERTIFICATIONS

Git Essential Training

Linkedin Learning • 2024
• Certified Version Control Specialist

COURSEWORK

Object Oriented Programming

Georgia State University

Game Development II

Georgia State University

Fundamentals of Game Design

Georgia State University
