

OJOMO, Oluwalademi Adedamola

+234-903-583-2416

Email: ojomo.l.o9@gmail.com

Address: Close H, Sam-Ewang estate, Ogun state, Nigeria

Profession: Computer scientist

Profile

A committed and innovative computer scientist with a robust foundation in data structures, algorithms, computer systems and mathematics. Possess a research background in **gameDev and design, animation and 3D modeling**. I am eager to advance my career to the next level, globally in game design/development and UI/UX design.

Education

MOUNTAIN TOP UNIVERSITY, OGUN STATE, NIGERIA

2018 - 2022 | **BSc.** Computer Science

UNITY COURSE (Beginner-friendly scripting Tutorial) **(2021)**

UNITY IN ACTION by Joseph Hocking **(2021)**

MICHIGAN STATE UNIVERSITY COURSE

2020 | -> [Introduction to Game Development](#)

-> [Principles of Game Design](#)

Certifications

Dec 02, 2023 | [Certificate for Fundamentals of digital marketing \(Google\)](#)

Sep 22, 2022 | [B.sc Computer Science \(Mountain Top University\)](#)

Sep 29, 2020 | [Introduction to Game Development \(Michigan State University\)](#)

Oct 30, 2020 | [Principles of Game Design \(Michigan State University\)](#)

Skills

- **Programming:** Proficient in C#, capable of creating interactive games.
- **[Game Development for Android and PC](#) :** software **Unity** game engine.
- **[UI/UX design](#):** software **Adobe Photoshop, Figma** and icons8.com/iconizer, plugin **DoTween**.
- **[Graphic Design](#):** software **Photoshop**.
- **App Development** (using **Unity**)
- **Cross-Platform Development** (using **Unity**)
- **[Video editing](#)** (using **Filmora and Adobe Premiere Pro**)
- **[3D Modelling and UV mapping](#)** (using **Blender**)
- **[Animation](#)** (using **Blender**): knowledgeable about keyframe animation, and rigging.
- **Data Entry** (using **Excel, Word and PowerPoint**)
- **Problem-Solving.**
- **Time Management:**

Projects

Game Apps:

- **Roller madness:** This is a 3D game built as TPS controller, the objective of the game; is for the player (low poly 3D mesh) to move around gathering coins while evading enemies' attack. If the total coin objective of the game is reached the player moves to the next level, else if the enemy collides with the player, the player loses.

- **Super sparty bros 2D:** This is a 2D game built based from a Super Mario concept. Its objective is to evade enemies, as you reach for a flag.
- **Box shooter:** Another 3D game, but using an FPS camera perspective, its main objective is taking down different colored cubes before the level time runs out.
- **Prenxus(shoot em' up):** A fast-paced action game (like Space Invaders) where the player controls a spaceship, shooting waves of enemies while dodging their attacks. The goal is to survive and achieve high scores.
- **Orkwoak Revengers:** The prototype was built on a 3D FPS concept. The game was solely developed by me from its scratch, worked on its frontend (mainly UI design, and 3D modelling) and its backend using C#. This project control is solely built for mobile devices while having partial controls for Windows Desktops.

Web Portfolio:

Video and Game Development (Google Drive):

https://drive.google.com/drive/folders/1WfUu6jp9YX9d1hR8UqDliXgZTsk6CDNf?usp=drive_link

Upwork: <https://www.upwork.com/freelancers/oluwalademiadedamolao>

Work Experience

SEO Specialist | MOV135 XD | 2020 – November 2022

Video Editor | MOV135 XD | June 2019 – November 2022

- *Used Filmora and Adobe Premiere to produce eye-catching reviewing videos and visual stories.*
- *Oversaw the video posting and made sure every file was fully provided with its details to ensure it met viewers with interest in such video.*
- *Developed and implemented effective **SEO audits** for **YouTube videos**, resulting in an average of **30% increase** in organic traffic of content(video).*

Achieved 14.5k subscribers, 2.5m views

Software Technician INTERN | Dalkiranlar Electrical Services LTD | April 2021 – September 2021

- *Maintained the company's databases.*
- *Provided technical support to employees, resolving software-related issues.*
- *Collaborated with office staff while improving operational efficiency and productivity time.*
- *Assisted in system upgrades and security patches, ensuring software remained up-to-date.*

System Engineer INTERN | Office of the Auditor General of the Federation | Oct 2023 – Nov 2024

- *Assess and analyze existing IT systems to identify areas for improvement.*
- *Gather and document system requirements based on user feedback and business needs.*
- *Bridge communication between end-users and development teams to implement system enhancements.*
- *Work closely with IT teams to develop and deploy scalable, efficient systems.*

SELECTED COMMUNITY SERVICES

Volunteer | Nigeria Association of Computing Students (NACOS) Assist in organizing tech events, workshops, and mentorship programs, fostering innovation and skill development. Contribute to building a vibrant gathering for students while gaining valuable experience. (2021 – 2022)

Volunteer | Drug Free Community Development Service NYSC: Mobilizing communities to prevent youth substance use (2023 - 2024)

UI and Graphics Design Artist | Eco-Life Sustainability Initiative: Designed and implemented intuitive UI/UX experiences for mobile and desktop applications. (2024 –)