

OKIKIAYO NDUBUISI GIDI-FANIMOKUN

Fullstack Web Developer & Game Developer

ABUJA, NIGERIA

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[Website](#) | [LinkedIn](#) | [Github](#)

Profile

I am a driven individual with the ability to adapt to any situation and proven potential to grow self and others.

Professional Experience

Game Developer - PeakFrame Studios, June 2020 – Till date

Multiplayer Virtual Reality First Person Shooter Game

- I reduced latency by 80% by implementing a prediction system, leading to almost no noticeable lag during gameplay.
- I synced inverse kinematic motions of player characters over network using Unity's Inverse Kinematic System, leading to perfect capture of user body motions during a networked gameplay.
- I reduced motion sickness while using VR Headset by 90% by implementing a Field of View (FOV) mechanism, leading to different users having the choice of setting their own FOV value suitable for them.

Real-time Strategy Game

- I eased multiple player unit selection by implementing my own selection algorithm, leading to users easily and accurately selecting their desired number of units during gameplay.
- I ensured player unit AI accuracy by implementing Unity's navigation agent feature, leading to player units accurately moving to a user's desired destination during gameplay.
- I ensured all errors that could potentially cause game failure were handled by using Unity's debugging feature, leading to no sudden game crash during gameplay.
- I reduced development time by 70% by implementing Test Driven Development (TDD), leading to faster delivery of the project.

Software Developer – Geeks Ltd United Kingdom, February 2019 – March 2020

E-commerce Platforms

- I increased customer relation by linking E-commerce platforms to Salesforce Customer Relation Management API, leading to more customer interaction.
- I integrated a payment gateway APIs into E-commerce platforms.
- I increased product search speed by 90% by implementing Full-text search, leading to faster retrieval of products by customers during searches.

Expense Management Software

- I reviewed client requirements, wireframes, and designs for technical feasibility, leading to faster delivery of the project.

- I collaborated with the scrum team to translate client requirements into implementable user stories.
- I designed and implemented secure APIs by implementing REST.
- Improved product quality through code reviews, writing effective unit tests and collaborating with QA on implementing automation testing.

Key Skills

• Object oriented programming with C#	Proficient
• ASP.NET core (MVC, RAZOR)	Proficient
• Unity 3D	Intermediate
• Azure	Intermediate
• REST API	Proficient
• Entity Framework	Proficient
• JavaScript	Intermediate
• HTML5	Proficient
• SQL	Intermediate
• CSS	Proficient
• Bootstrap	Proficient

Other Skills

• React	Beginner
• Java	Intermediate
• Oracle	Intermediate

Education & Qualifications

January 2018 – April 2019	MSc Software Development (Distinction), Coventry University
September 2012 – June 2016	BSc (Hons) Computer Science (Second class), Afe-Babalola University

Certifications

Chartered Management Institute Level 7 award in Professional Consulting, 9th October 2018.

Chartered Management Institute Level 7 Award in Strategic Management and Leadership, 9th October 2018.

Publications

- Online Support System for Diabetes management (International Journal of Computer Applications)
<https://www.ijcaonline.org/archives/volume152/number10/26353-2016911454>