Nahim Yaya

Software Engineer

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PROFFESSIONAL SUMMARY

I am a self-taught Software Engineer with a background in Java, C++ and Python.

I love computer games and I obsess over creating them. I like to work on game/graphics related projects in my spare time by participating in game jams and working on toy/hobby projects just for the fun of it and I like to share my knowledge about game dev on the internet. I like to build tightly knit and highly optimized stuff entirely from scratch rather than depend on some heavily bloated software.

I can wear various hats such as Engine programming, Graphics programming, Tools programming, VR/AR, Gameplay programming and Physics programming/simulation. I also run a one-man indie studio and I have shipped a title in the past. I am currently reiterating and developing my own in-house development tools for future projects.

Details of some of my past and current projects can be found in my portfolio website(https://yynahim.github.io).

SKILLS

- OpenGL Game/Graphics programming (C++ and GLSL)
- Android app development with Android Studio and IntelliJ
- Game Development with LIBGDX framework (Java)
- Git version control
- Makefile
- CMake
- Computer repairs and Networking

EDUCATION

Computer Engineering and Networking, FemTech IT, 2015
FemTech IT – Ilorin

BEng. Computer Engineering, 2017-2022
University of Ilorin – Ilorin

LINKS

Portfolio Website: https://yynahim.github.io

GitHub: https://github.com/yynahim

Blog: https://www.nandgizmos.com