
NAHIM YAYA

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PROFESSIONAL SUMMARY

Highly ambitious programmer with background in Java, C++ and Python.

Game programming related topics are my passion, such as game engine programming, VR/AR, graphics programming (OpenGL), tools programming, gameplay or physics programming. I have a real passion for what I study, I love programming and learning about game programming.

SKILLS

- OpenGL Graphics programming (C++ and GLSL)
- Android app development with Android Studio
- Game Development with LIBGDX framework (Java)
- Python
- 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

PORTFOLIO

GitHub : <https://github.com/yynahim>

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

Blog: <https://www.nandgizmos.com>