Osamudiamen Adun

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SUMMARY

Software Developer with experience in Unity and Unreal development. Proficient in building scalable systems, API integration, and performance optimization. Experienced in subscription platforms and PostgreSQL for financial data management. Skilled in Agile development and delivering robust software solutions.

SKILLS

Programming Languages: Java, Python, C++, C#, JavaScript

Frameworks & Tools: React.js, Node.js, REST API, GraphQL, Docker, Kubernetes, Git, PlasticSCM, PostgreSQL, Redis, Jenkins, Eclipse, Visual Studio Code, pgAdmin

Game Engines: Unity (2D/3D/WebGL/Mobile), Unreal 5

Soft Skills: Problem-solving, team collaboration, adaptability, critical thinking

Software Development: API integration, Serverless architecture (GCP), Google Cloud Run, modifying application code. Strong knowledge of AWS EC2 & Cloud Platform Hosting

Methodologies: Agile/Scrum, CI/CD, Debugging, Testing,

EXPERIENCE

ALSQ Studios   **August 2024- February 2025**

Full Stack Developer   Project - AnimeBase

- Developed AnimeBase, an AI-driven platform for anime discussions, power scaling, and AniList/MAL updates using React.js, custom CSS, Node.js, and Express.js.
- Integrated LLama/OpenAI API for chatbot functionality and AniList's GraphQL API, employing ETL processes to extract JSON data and load it into PostgreSQL for enhanced data accessibility and analytics.
- Utilized PostgreSQL for managing user data and Redis for caching, optimizing query performance.
- Deployed Firebase for frontend hosting and Google Cloud Run for backend.
- Built and documented a REST API to support seamless communication between the front-end and back-end systems.
- Leveraged libraries like axios for API requests, xml2js for handling XML data, and cors, cookie-parser for managing session cookies.
- Implemented OAuth2 for authentication, rate-limiting, and API security with HTTPS and SSL certificates.
- Employed Agile/Scrum methodologies, using VSCode followed Object-Oriented Programming principles, and managed CI/CD pipelines with Git.

Project - Stellar Synergy & Stay Up!   **March 2023 - August 2024**

- Contributed to the development of "Stellar Synergy", using Visual Studios C# Unity2D PC game where players control a mech using mobile devices.
- Developed "Stay Up!", an indie mobile game released on Google Play, featuring a fully functioning store with microtransactions and in-built ads.
- Integrated touchscreen mechanics and gyroscope functionality for intuitive mobile controls.
- Optimized game performance and user experience for Android devices (SDK 33) minimizing crash rates by 30%.
- Managed Git for version control and streamlined CI/CD pipelines.
- Wrote clean, maintainable code documentation and refactored existing code for better efficiency.
- Utilized Trello for task scheduling and project timeline management.

EDUCATION

Queen's University - Bachelor of Computer Science (Honours)