

OSAMUDIAMEN ADUN

UNITY GAMEPLAY PROGRAMMER

CONTACT



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Brampton Ontario, Canada

SUMMARY

Creative gameplay programmer with 3+ years of experience, offering expertise in Unity and game design for creating immersive, engaging worlds.

SKILLS

- Coding Languages: Java, Python, C++ and C#
- Game Engines: Unity, Unreal
- Experience with Unity2D/3D/WebGL/Mobile game development with Git Version Control
- Designing, implementing, and optimizing game mechanics, features, and systems
- Debugging, optimization, and testing skills.
- Able to create and work innovatively in a collaborative team, and independently.
- Self-motivated, resilient, reliable, flexible, positive, self-aware, capable of adapting to high demand and fast paced environment.
- Highly effective at organization, time management, and remarkable oral/literary communication skills.
- Critical thinking, and Creative problem solving skills.
- Language: English (Native)

EDUCATION

Queen's University

Bachelor of Computer Science (Honours)

2020-2024

WORK EXPERIENCE

Gameplay Programmer

ALSQ Studios

Project - Stellar Synergy

February 2024 - August 2024

- Participated in the development of "Stellar Synergy," a C# Unity2D PC game where 2 players control a mech using their mobile devices.
- Identified and addressed performance bottlenecks using Unity Profiler, including load time reduction by 20% and resolution of performance-related concerns.
- Integrated touchscreen mechanics and gyroscope functionality for intuitive aiming and controls on mobile devices.
- Utilized GitHub/Git for version control and managed continuous integration/continuous deployment (CI/CD) processes.
- Wrote clean, well-maintained technical documentation of the code.
- Refactored existing code and rebase lining
- Scheduled tasks and managed project timelines using Trello.

Project - Stay Up!

March 2023 - January 2024

- Solo developed "Stay Up!", an indie mobile game released on Google Play, featuring a fully functioning store with microtransactions and in-built ads.
- Developed using Unity3D and C# for dynamic, fast-paced gameplay.
- Engineered an intuitive swipe control system for fluid player movement and projectile avoidance.
- Created various prototypes of robust in-game economy with coin-based rewards, microtransactions, and an integrated store for skins and power-ups.
- Implemented a comprehensive power-up system, enhancing gameplay variety and strategic depth.
- Developed customizable character features, allowing players to personalize their gaming experience.
- Optimized game performance and user experience for Android devices (SDK 33) minimizing crash rates by 30%.
- Involved in troubleshooting, debugging, optimization, and testing of various bugs to provide fixes

Project - Hypogean

August 2021- October 2022

- Team of 5 Developed "Hypogean," released on Steam, integrating Steamworks API for achievements.
- Designed a Unity 2D action RPG featuring a comprehensive story, an elemental-based combat system, and strategic gameplay.
- Implemented a fully functioning Singleton Algorithm save and load system, inventory system, and multiple route endings.
- Developed gameplay elements, including social events, party interactions, and mini-games, enhancing player engagement by 10%.
- Collaborated with team over Discord and using PlasticSCM's Unity integration for file sharing.
- Composed all music using FL Studio, recorded audio with Audacity, and edited promotional videos and materials with Adobe Premiere Pro.