




OSAMUDIAMEN ADUN


BACKEND DEVELOPER


CONTACT

 289-259-7678

 osamudiamen.adun@gmail.com

 <https://osamu-ad.github.io/devportfolio/>

 <https://www.linkedin.com/in/osamudiamen-adun-0a8991239/>

 Brampton Ontario, Canada

SUMMARY

Backend Developer with 3+ years of experience, focused on building efficient, engaging software and optimized systems.

SKILLS

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

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

Frameworks & Tools: React.js, Node.js, Express.js, AWS EC2, AWS RDS, Docker, Git, PlasticSCM

Game Development: Designing & optimizing game mechanics, combat systems, UI; integrating APIs (Steamworks); performance tuning with Unity Profiler

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

Soft Skills: Strong collaboration, critical thinking, creative problem solving, and adaptability in fast-paced environments

EDUCATION

Queen's University

Bachelor of Computer Science (Honours)

2020-2024

WORK EXPERIENCE

BACKEND DEVELOPER

ALSQ Studios

Project - AnimeBase

August 2024 - November 2024

- Developed AnimeBase, an AI-driven platform for anime discussions, power scaling, and AniList/MAL updates using React.js, TailwindCSS, Node.js, and Express.js.
- Integrated LLama API for chatbot functionality and AniList/MAL API for data synchronization.
- Utilized PostgreSQL for user data and Redis for caching, ensuring fast data retrieval.
- 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

February 2024 - August 2024

- Contributed to the development of "Stellar Synergy", using Visual Studios C# Unity2D PC game where players control a mech using mobile devices.
- Optimized performance using Unity Profiler, reducing load time by 20% and resolving key performance issues.
- Integrated touchscreen mechanics and gyroscope functionality for intuitive mobile controls.
- 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.

Project - Hypogean

August 2021- October 2022

- Developed "Hypogean", a Unity 2D action RPG, integrating Steamworks API for achievements and launched on Steam.
- Designed and implemented an elemental-based combat system, inventory system, and multiple route endings using a Singleton Algorithm for the save/load system.
- Enhanced player engagement by 10% through the development of social events, party interactions, and mini-games.
- Collaborated with a team of 5 via Discord and PlasticSCM for version control and file sharing.
- Composed original music in FL Studio, recorded audio with Audacity, and created promotional materials using Adobe Premiere Pro.