

STEPHEN ADEGUN

✉ saa9310@rit.edu ☎ (401) 654-3323 in <https://www.linkedin.com/in/stephen-adekun-75ab69176/>

OBJECTIVE

I looking to channel my passion for programming and storytelling to create games that people can get immersed in. I'm currently looking for a co-op for Summer 2022.

EDUCATION

Aug. 2018 to Current 2023	Rochester Institute of Technology Bachelor of Science, Game Design and Development GPA: 3.55 Creative Writing Minor Relevant Courses: Casual Game Development, Level Design, Production Studio, Rich Media Web Development I, Game Design and Development I & II
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SKILLS

CREATIVE SKILLS	Creative Writing, Storytelling, Worldbuilding
TECHNICAL SKILLS	Unreal Engine 4, Unity, C#, JavaScript, HTML, C++, CSS, Maya
SOFT SKILLS	Fast Learner, Hard Working, Flexible, Problem Solver, Time Management

PROJECTS

Aug. 2021 to Dec. 2021	Changeling Worked in Unreal Engine to work with a team on a Virtual Reality Game Programmed functionality of the game's pause menu and synopsis menu Prototyped and built levels Troubleshoot and refactored code to ensure it was bug free and functional Agile Development cycle Efficiently moved around to different parts of project based on what was needed
Jan. 2022 to Jan. 2022	Brave Magnet Collaborative Global Game Jam Project with students from Japan's Kyoto Computer Gakuin Programmed Player and Enemy Movement Programmed Core Magnetism Mechanic
Apr. 2021 to May 2021	Pokemon Team Builder Allows users to create teams of Pokémon and upload them to a public database Combines HTML, CSS, and Javascript Made several API calls to PokéApi and Firebase API

EMPLOYMENT

Aug. 2021 to Dec. 2021	Xana Ad Hoc Studios · Changeling Game Developer · Rochester, NY Communicated across multidisciplinary teams to ensure quality of product Worked independently and cooperatively to complete tasks Facilitated and documented weekly playtests Commented code and documented progress in Google Docs Set up hardware demo for local community
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