STEPHEN ADEGUN

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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 Rochester Institute of Technology

> 2023 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

SKILLS

CREATIVE SKILLS Creative Writing, Storytelling, Worldbuilding

Unreal Engine 4, Unity, C#, JavaScript, HTML, C++, CSS, Maya **TECHNICAL SKILLS**

Fast Learner, Hard Working, Flexible, Problem Solver, Time Management **SOFT SKILLS**

PROJECTS

Aug. 2021 to Dec. Changeling

> 2021 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

Troubleshot 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

Pokemon Team Builder Apr. 2021 to May

> 2021 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. Xana Ad Hoc Studios · Changeling Game Developer · Rochester, NY

> 2021 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