

# 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 or Fall 2022, or full-time work beginning in early 2023.

## 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

## SKILLS

**CREATIVE SKILLS**  
**TECHNICAL SKILLS**  
**SOFT SKILLS**

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

## PROJECTS

Jan. 2022 to Apr. 2022

**Mushrune**  
Programmed the game's core farming mechanics, including crop growth, mushroom spreading, and hybridization  
Implemented a stamina base time system that advances throughout the year as the player progresses  
Built dialogue system that changes as the player advances through the year  
Designed, programmed, and implemented tutorial  
Programmed sidequests

Jan. 2022 to Apr. 2022

**Ao Shu**  
Collaboration between Rochester Institute of Technology and ArtCenter College of Design  
Programmed in Unity  
Built dialogue system based on existing prototype so it could be used entirely in editor  
Programmed enemy wave spawning so it could be used entirely in editor, accounting for enemy rarity, multiple spawn positions, multiple enemy types, and potential human error

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

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  
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

## 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

Aug. 2018 to Apr. 2019

**RIT Reporter · Staff Writer · Rochester Institute of Technology, Rochester, NY 14623**  
Researched topics for school magazine  
Interviewed people of interest related to articles  
Compiled information and wrote articles for student consumption