

STEPHEN ADEGUN

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OBJECTIVE

I am seeking a game development position using my skills in programming and game development.
Available January 2023.

EDUCATION

Aug. 2018 to Dec. 2022

Rochester Institute of Technology

Bachelor of Science, Game Design and Development

GPA: 3.59

Creative Writing Minor

Relevant Courses: Casual Game Development, Production Studio, Rich Media Web Development I, Game Design and Development I & II, Current Topics in Interactive Development, Documentary and Actuality Games

SKILLS

TECHNICAL SKILLS
CREATIVE SKILLS

Unity, C#, Unreal Engine 4, JavaScript, HTML, C++, CSS, TypeScript
Creative Writing, Storytelling, Worldbuilding, Character Design

PROJECTS

Sept. 2022 to Nov. 2022

Game Genre Juggling

Solo Unity project

Utilized video footage as part of gameplay

Designed mechanics to thematically incorporate footage

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

EMPLOYMENT

Jan. 2022 to Aug. 2022, Jan. 2022 to Aug. 2022

Mushrune (Co-op) · Game Designer · East Providence, RI

Programmed the game's core farming mechanics, including crop growth, mushroom spreading, and hybridization

Implemented a stamina based time system that advances throughout the year as the player progresses

Implemented new dialogue system for use with NPCs and UI

Programmed the game's enemies, combat buffs, and debuffs

Designed and implemented the game's dungeons

Held daily standups for communication and goal setting as development progressed

Aug. 2021 to Dec. 2021

Xana Ad Hoc Studios (Co-op) · Changeling Game Developer · Rochester, NY

Communicated across multidisciplinary teams to build a virtual reality game in Unreal Engine

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

Programmed functionality of the game's pause menu and synopsis menu

Prototyped and built levels

Troubleshooted 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

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