STEPHEN ADEGUN

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OBJECTIVE

Seeking a narrative design in the games industry 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: Creative Writing Workshop, Worldbuilding Workshop, Game-Based Fiction Workshop, Foundation of Interactive Narrative

SKILLS

CREATIVE SKILLS	Creative Writing, Storytelling, Problem solving
TECHNICAL SKILLS	JavaScript, HTML, C#, C++, Windows 10, CSS, Unity, Maya, Unreal Engine 4

PROJECTS

Apr. 2021 to May 2021	**For King and Country** Solo Project for Interactive Narrative Class Used with Twine Branching Narrative based on player choice
Nov. 2020 to Dec. 2020	**Hope's Point** Collaborative World Building Project Created a science fiction world with a group Wrote vignettes set in this world
Sept. 2020 to Oct. 2020	**Harmonia** Collaborative World Building Project Created a fantasy world with a group Wrote vignettes set in this world

EMPLOYMENT

Aug. 2021 to Dec. 2021	**Xana Ad Hoc Studio** · Changeling Game Developer · Rochester, NY Communicated across teams to ensure quality of product Worked independently and cooperatively to complete tasks Facilitated and documented Playtests Commented code and Documented progress in Google Docs Set up hardware demo for potential investors Reorganized project documentation
Aug. 2018 to Apr. 2019 , 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