STEPHEN ADEGUN

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OBJECTIVE

I am seeking an Entry or Associate level role as a Narrative/ Game designer in 2023.

EDUCATION

Aug. 2018 to Dec. 2022 2022	**Rochester Institute of Technology** Bachelor of Science, Game Design and Development GPA: 3.73 Creative Writing Minor Relevant Courses: Casual Game Development, Level Design, Production Studio, Rich Media Web Development I, Game Design and Development I & II, Games for Change, Current Topics in Interactive Development

SKILLS

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

PROJECTS

Jan. 2022 to Aug. 2022 — Mushrune
- 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

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 Current — Pokémon Rose and Pokémon Iris
- Pokémon fan game personal project
- Recruited team members and made sure everyone was on track and working towards goals
- Made detailed reference materials to simplify design process
- Designed gameplay for various Pokémon species, including stats and movesets
- Designed various core gameplay mechanics, such as the enhanced emphasis on genetics and inheritance
- Designed games' rank system, rewarding players for performance and incentives exploration

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