

STEPHEN ADEGUN

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OBJECTIVE

I am seeking a narrative position in games using my skills in creative writing and narrative design.
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: Games and Literature, Creative Writing Workshop, Worldbuilding Workshop, Foundation of Interactive Narrative, Game-Based Fiction Workshop

SKILLS

CREATIVE SKILLS
TECHNICAL SKILLS

Creative Writing, Storytelling, Worldbuilding, Character Design
Unity, Unreal Engine 4

PROJECTS

Oct. 2022 to Dec. 2022

Nanjing

Collaborated with classmates to create a historical Twine game
Researched relevant events and people present for historical accuracy
Designed framing device to connect the disparate stories
Assisted collaborators with Twine
Held regular meetings with collaborators

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 Nov. 2020

Harmonia

Collaborative World Building Project
Created a fantasy world with a group
Wrote vignettes set in this world

EMPLOYMENT

Jan. 2022 to Aug. 2022

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

Farming simulator personal project
Character Designer and Writer
Wrote 240 lines of dialogue for each of the game's 22 NPCs to make each day of dialogue unique
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