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	Creative Writing, Storytelling, Worldbuilding
TECHNICAL SKILLS	Unity, C#, Unreal Engine 4, JavaScript, HTML, C++, CSS, Maya
SOFT SKILLS	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 Current — **Pokemon Rose and Pokemon Iris**
- Pokemon 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 Pokemon 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