

# 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 2022.

## EDUCATION

Aug. 2018 to Current  
2023

Rochester Institute of Technology  
Bachelor of Science, Game Design and Development

GPA: 3.55

Creative Writing Minor

Creative Writing Workshop, Worldbuilding Workshop, Game-Based Fiction Workshop,  
Foundation of Interactive Narrative

## SKILLS

CREATIVE SKILLS  
TECHNICAL SKILLS  
SOFT SKILLS

Creative Writing, Storytelling, Worldbuilding  
Unreal Engine 4, Unity, C#, JavaScript, HTML, C++, CSS, Maya  
Fast Learner, Hard Working, Flexible, Problem Solver, Time Management

## 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 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