

# STEPHEN ADEGUN

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## OBJECTIVE

Seeking game design/development position that utilizes experience and technical skills (Unity, Unreal, C#, C++, JavaScript).  
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 for Change, Game Design and Development I & II, Production Studio, Casual Game Development, Level Design

## SKILLS

TECHNICAL SKILLS  
CREATIVE SKILLS

Unity, C#, Unreal Engine 4, JavaScript, Maya, C++, HTML, CSS  
Game Design, Combat Design, Narrative Design, Character Design, Worldbuilding, Storytelling, Creative Writing

## 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

Sept. 2022 to Nov. 2022

**Game Genre Juggling**

Solo Unity project  
Utilized video footage as part of gameplay  
Designed mechanics to thematically incorporate footage

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

## EMPLOYMENT

Jan. 2022 to Aug. 2022, Jan. 2022  
to Aug. 2022

**Mushrune (Co-op) · Game Designer · East Providence, RI**

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

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  
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

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