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

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

Aug. 2021 to Current

Pokemon Rose and Pokemon Iris
Pokemon fan game personal project
Principal writer of the game's narrative and character designer
Designed split narrative for the two versions
Wrote lore and backstory for the game's world

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

Aug. 2021 to Dec. 2021

For King and Country
Solo Project for Interactive Narrative Class
Used with Twine
Branching Narrative based on player choice

Sept. 2020 to Nov. 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