

STEPHEN ADEGUN

✉ saa9310@rit.edu 📞 (401) 654-3323 [in https://www.linkedin.com/in/stephen-adekun-75ab69176/](https://www.linkedin.com/in/stephen-adekun-75ab69176/)

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

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

Unreal Engine 4, Unity, C#, JavaScript, HTML, C++, CSS, Maya

SOFT SKILLS

Fast Learner, Hard Working, Flexible, Problem Solver, Time Management

PROJECTS

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

Troubleshoot 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

Jan. 2022 to Jan.
2022

Reciprocity

Collaborative Global Game Jam Project with students from Japan's Kyoto Computer Gakuin

Programmed Collisions and player movement

Apr. 2021 to May
2021

Pokemon Team Builder

Allows users to create teams of Pokémon and upload them to a public database

Combines HTML, CSS, and Javascript

Made several API calls to PokéAPI and Firebase API

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