

# STEPHEN ADEGUN

✉ stephenadegunjr@gmail.com 🌐 sadegun93.github.io ☎ (401) 654-3323  
🐦 sadegun93 in <https://www.linkedin.com/in/stephen-adegun-75ab69176/>

## OBJECTIVE

I am seeking an Entry or Associate level role as a Narrative/ Game designer in 2023.

## EDUCATION

Aug. 2018 to Dec. 2022

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

GPA: 3.73

Creative Writing Minor

Relevant Courses: Casual Game Development, Level Design, Production Studio, Rich Media Web Development I, Game Design and Development I & II, Games for Change, Current Topics in Interactive Development

## SKILLS

TECHNICAL SKILLS  
SOFT SKILLS  
CREATIVE SKILLS

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

## PROJECTS

Jan. 2022 to Aug. 2022

### Mushrune

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

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

### Pokémon Rose and Pokémon Iris

Pokémon 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 Pokémon 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  
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

## 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