

Oluwatoyin Ariyo

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Game Designer & Narrative Designer

A technically skilled game designer and Computer Science graduate who seeks a job working in game design or narrative design. Has strong skills in: worldbuilding, using game engines such as Unity and can implement interactive storytelling within this engine.

EDUCATION

University of Westminster – Computer Science Upper Second Class Honours Bsc
September 2015 – July 2019

Relevant Modules (Coursework):

Game Engine Architecture is a module I did in my second year where I developed an Unreal Engine game where you collect pick-up objects.

Video: <https://youtu.be/loClK59Rod4>

Advanced Interactive Media Development is a module I did in my third year where I developed a Unity game where you play as a waiter, and must talk interactively to customers and get their orders.

Video: https://www.youtube.com/watch?v=KcBMFi9_6eM

Senior Project: Earned a 2:1 developing and writing an adventure game made in Unity about a private investigator that solves crimes in his apartment. Video: <https://youtu.be/cYwyeoagVSI>

PROJECTS

The Unsolved Mysteries of London – Senior Project (2019)

Role: Programmer, game designer, cinematographer and writer – Solo

An interactive game developed in Unity about a private investigator solving crimes in his apartment. Video: <https://youtu.be/cYwyeoagVSI>

The Distracted Spy (in development) – Interactive Fiction/Visual Novel

Role: Narrative designer and writer – Solo

An interactive fiction game written in Ink where you play as a spy that's assigned a mission to stop a hacker from leaking MI5 and MI6's secrets.

Play interactive fiction here: <https://toyinariyo.itch.io/the-distracted-spy>

Play visual novel demo here: <https://toyinariyo.itch.io/the-distracted-spy-fungus-demo>

A Magical Chase – Interactive Fiction (2020)

Role: Narrative designer and writer – Solo

A short interactive fiction game written in Ink for inkJam 2020 where you are involved in an action-filled chase that involves spells and potions.

Play here: <https://toyinariyo.itch.io/a-magical-chase>

The Glitching Graduation – Visual Novel (2020)

Role: Game designer and story editor – Team

A visual novel developed in Unity for AdvXJam where you are stuck in a time loop with three other fellow students and must figure out a way to break out of the loop so you and the other students can graduate.

Download here: <https://toyinariyo.itch.io/the-glitching-graduation>

SKILLS

- **Interactive narrative design:** [Lua scripting](#), [Twine](#), [Ink](#), [Fungus](#), [Dialogue System](#)
- **Basic character animation:** Unity Animator, Autodesk MotionBuilder, [Mixamo](#)
- **Very basic 3D modelling:** [Blender](#), [ProBuilder](#)
- **Unity:** 2D and 3D animation, C# scripting, cinematography
- **Unreal Engine:** Blueprints

HOBBIES

- Worldbuilding for original stories
- Following game development tutorials and courses
- Volunteering as tech support to help people with software issues