

# Oluwatoyin Ariyo

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## Game Designer & Narrative Designer

A collaborative technically skilled game designer and narrative designer who seeks a job working in game design or narrative design. Has strong skills in worldbuilding, interactive storytelling and a strong understanding of scripting and logic. Has experience with Unity and Unreal 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/IoClK59Rod4>

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](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 (C#, Lua), game + level designer (ProBuilder), cinematographer and writer (Dialogue System) – Solo

An interactive game developed in Unity about a private investigator solving crimes in his apartment. Can be downloaded [here](#).

**An Awesome Car Chase** – Interactive Fiction (2020)

**Role:** Narrative designer and writer – Solo

A short interactive fiction game written in Twine where you are involved in an action-filled car/giant mecha robot chase that involves weapons and explosions. Play [here](#).

**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](#).

**The Glitching Graduation** – Visual Novel (2020)

**Role:** Game designer (Dialogue System) 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. Can be downloaded [here](#).

### 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, level design (ProBuilder)
- **Unreal Engine:** Blueprints, level design (BSP).

### HOBBIES

- Worldbuilding for original stories.
- Following game development tutorials and courses.
- Playing indie single player games.
- Volunteering as tech support to help people with software issues.