Oluwatoyin Ariyo

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.

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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

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