Oluwatobi Joshua Okemakinde

Game developer

Dedicated and results-oriented game programmer with over 5 years of hands-on experience in game development. Known for a strong work ethic, enthusiasm, and a commitment to writing clean and efficient code.

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SKILLS

- C#
- C++
- Unity
- Unreal
- Spine API
- Version Control
- JS, CSS, HTML
- Lua
- Python
- Team Work
- Gameplay Mechanics
- Adaptability
- Problem Solving
- Communication

LANGUAGES

English
Full Professional Proficiency

Yoruba
Native or Bilingual Proficiency

INTERESTS

- Video Games
- Football
- Music
- Photography
- Art
- Animated Movies
- Video Editing

WORK EXPERIENCE

Game Programmer
Blue Goo Games

01/2022 - Present
Some Achievements/Tasks

- Developed and optimized gameplay systems in Unity, specializing in player character mechanics, enemy AI behavior, and other core gameplay functionalities to enhance overall game experience.
- Developed various scripts and QA tools to streamline the development process and improve workflow efficiency.
- Managed version control with Git, resolving conflicts and maintaining project stability.
- Maintained clean, efficient, and well-documented code, adhering to best practices for scalability and maintainability.
- Identified, debugged, and resolved issues to ensure smooth gameplay and optimal performance.
- Collaborated closely with designers and artists to implement gameplay features that aligned with creative vision.

OTHER PROJECTS

Poltergeist For Hire (04/2024 - 04/2024)
- Served as the lead programmer for a Ludum Dare 55 game jam submission, working with an amazing team to develop a physics-based game in Unity, inspired by the theme "Summoning."

Survival Zombie Shooter (01/2024 - 04/2024)
- Developed a 3D first-person zombie shooter in Unreal Engine, implementing the core gameplay loop, designing a comprehensive weapon system, and creating a functional enemy AI system for an immersive experience.

N.O.A.S (01/2023 - 01/2023)
- Led programming efforts in a Ludum Dare 52 game jam submission, collaborating with a talented team to develop a fun and engaging game based on the theme "Harvest" using Unity.
- Developed the core gameplay loop and mechanics while also addressing various bug fixes to ensure a smooth and engaging player experience.

Room Editor (01/2022 - 02/2022)
- Developed a prototype for a room editor feature in Unity, incorporating unique rules and mechanics.
- Designed and implemented a custom grid system as the foundation for the placement mechanic, ensuring precision and flexibility in user interaction.

Main Hobby Project (04/2020 - Present)
- This is an ongoing hobby project, a 2D action-adventure game currently in development using Unity.
- Developed a fluid player character controller and an advanced enemy AI system utilizing state machines for dynamic and responsive gameplay.
- Building core gameplay systems, implementing side-scrolling mechanics and collision systems.
- Engaged in rapid iteration cycles, gathering feedback from testers and refining features accordingly.

EDUCATION

Metallurgical and Materials Engineering
Federal University Of Technology, Akure

11/2017 - 04/2024   *Bachelor of Engineering (BEng)*
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- Graduated with a First Class degree.