

Oluwatobi Joshua Okemakinde

Game developer

Dedicated and results-oriented game programmer with over 4 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

EDUCATION

Metallurgical and Materials Engineering Federal University Of Technology, Akure

11/2017 - Present

WORK EXPERIENCE

Game Programmer Blue Goo Games

01/2022 - Present

Some Achievements/Tasks

- Tasked with creating various creatures, enemy AI and player character features.
- Created various scripts and QA tools which helps with the flow of development.
- Ensure fluidity during local multiplayer sessions.
- Tasked with adding various gameplay features and documentation of added features.
- Reviewing and fixing bugs.
- Working hand in hand with other programmers and artists.

OTHER PROJECTS

Poltergeist For Hire (04/2024 - 04/2024)

- This is a ludum dare 55 game jam submission, where I served as the lead programmer for an amazing team on a physics based game with the theme "Summoning" which was developed in Unity.

Survival Zombie Shooter (01/2024 - 04/2024)

- This is a typical 3d first person zombie shooter game which was developed in Unreal Engine, where I built the core gameplay loop, worked on a weapon system and built a functioning enemy AI system.

N.O.A.S (01/2023 - 01/2023)

- This is a ludum dare 52 game jam submission, where I worked with a wonderful team as the lead programmer on a fun game with the theme "Harvest" which was developed in Unity.
- I worked on the core gameplay loop and mechanics, and also worked on various bug fixes.

Room Editor (01/2022 - 02/2022)

- This is a prototype for a room editor feature with some interesting rules and features which was developed in Unity.
- I made a custom grid system which served as the foundation for the placement mechanic.

The Land (08/2021 - Present)

- This is a team project which is a top down pixel art action role playing game, where I'm tasked with the enemy system which is being developed in Unity.
- Worked on the enemy state machine and pathfinding system.
- I also implemented a context based steering behavior.

Main Hobby Project (04/2020 - Present)

- This is a hobby project which is currently nameless. It is a 2d action adventure game which is set to take place in a world inspired by demon slayer which is being developed in Unity.
- Creating various characters and environmental sprites with animations, building a smooth combat system with various gameplay mechanics for smooth character control.

Fusion (06/2020 - 07/2020)

- This was originally a submission for the United Game Jam which I entered solo, where I continued to work on it for a little while. A game with the theme "Two", about two individual characters that needs to get through obstacles while being fused with each other or working separately which was developed in Unity.