

Oluwatobi Joshua Okemakinde

Gameplay Programmer / Generalist Game Developer

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SKILLS

Languages

C#, C++, Python, JavaScript, HTML, CSS, Lua

Engines & Tools

Unity, Unreal Engine, Git, GitHub, Visual Studio, VS Code

Game Development

Gameplay systems, player mechanics, enemy AI, physics interactions, prototyping, debugging, optimization

Multiplayer

Netcode for GameObjects, client/server gameplay state, remote presentation, networked gameplay diagnostics

Production

Version control, QA tools, documentation, Jira, Trello, Miro, Milanote

Soft Skills

Problem solving, adaptability, communication, teamwork

EDUCATION

Federal University of Technology, Akure

B.Eng. — Metallurgical and Materials Engineering

11/2017 - 04/2024

Graduated with a First Class degree.

LANGUAGES

English — Full professional proficiency

Yoruba — Native or bilingual proficiency

PROFESSIONAL SUMMARY

Gameplay programmer and generalist game developer with over 6 years of hands-on experience building gameplay systems, prototypes, tools, and performance-conscious game features. Experienced in Unity, C#, Unreal Engine, gameplay mechanics, enemy AI, debugging, version control, and cross-disciplinary collaboration. Strong problem solver with a focus on clean, maintainable code and playable implementation.

WORK EXPERIENCE

Game Programmer

01/2022 - Present

Blue Goo Games

- Developed and optimized gameplay systems in Unity, including player character mechanics, enemy AI behavior, and core gameplay features.
- Built scripts and QA tools to streamline development workflows, improve testing, and support faster iteration.
- Served as the primary network programmer on unannounced Unity multiplayer work involving Netcode for GameObjects, client/server gameplay state, remote player presentation, physics interactions, diagnostics, and performance-focused implementation.
- Identified, debugged, and resolved gameplay, performance, and implementation issues to improve stability and player experience.
- Managed version control with Git, resolved conflicts, and helped maintain project stability across development.
- Wrote clean, maintainable, and well-documented code following best practices for scalability and collaboration.
- Worked closely with designers and artists to implement gameplay features aligned with the creative vision.

INTERESTS

Video games, football, music, photography, art, animated movies, video editing

SELECTED PROJECTS

Poltergeist For Hire 04/2024

Lead programmer for a Ludum Dare 55 game jam submission built in Unity. Worked with a team to develop a physics-based game inspired by the theme "Summoning."

- Implemented core gameplay systems and physics-based interactions.
- Collaborated with team members under a short production timeline.
- Helped debug and polish the game for jam submission.

Survival Zombie Shooter 01/2024 - 04/2024

Developed a 3D first-person zombie shooter prototype in Unreal Engine.

- Implemented the core gameplay loop.
- Designed and built a functional weapon system.
- Created enemy AI behavior for combat encounters.
- Worked on player-facing gameplay feel and iteration.

N.O.A.S 01/2023

Lead programmer for a Ludum Dare 52 game jam submission built in Unity around the theme "Harvest."

- Developed the core gameplay loop and mechanics.
- Collaborated with a team to produce a playable jam submission.
- Fixed bugs and improved gameplay flow during development.

Room Editor 01/2022 - 02/2022

Developed a Unity prototype for a room editor feature with custom placement rules and mechanics.

- Designed and implemented a custom grid system.
- Built placement logic for precise and flexible user interaction.
- Prototyped editor-style gameplay functionality.

Main Hobby Project 04/2020 - Present

Ongoing 2D action-adventure project developed in Unity.

- Built a fluid player character controller.
- Developed enemy AI using state machines.
- Implemented side-scrolling gameplay systems and collision logic.
- Iterated on features based on tester feedback.