SEGUN, OLU-ABE

GAMEPLAY PROGRAMMER

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PROFESSIONAL SUMMARY

Innovative Game Developer and Software Engineer with expertise in Unity game development, full-stack web technologies, and mobile application engineering. Proven track record of delivering high-performance digital experiences through advanced programming techniques. Developed over 10 games for both mobile and PC platforms and optimized games with up to about 95% performance gains

PROFESSIONAL EXPERIENCE

Lead Game Developer

Six Paths Studio (Feb 2021 – Present)

- ❖ Developed mobile games Juju Traveler and Lt Ahmed
- ❖ Created 3D art with Blender, UI in Photoshop, and gameplay mechanics in Unity
- ❖ Developed custom character controllers and interaction systems
- ❖ Optimized game performance and physics systems to about 95% performance improvement
- ❖ Achieved 80% code reusability across mobile platforms

Gameplay Programmer

Inuv8 Studios (Aug 2023 – Present)

- ❖ Led development of Midnight Dreams project
- ❖ Implemented player and enemy controllers
- ❖ Designed core gameplay mechanics
- ❖ Optimized physics interactions and user experience
- ❖ Achieved consistent 60+ FPS performance
- ❖ Developed complex state machine-based movement logic

Game Design Intern

Griot Studios (Jun 2023 – Mar 2024)

- ❖ Designed data-driven gameplay systems
- ❖ Designed levels and narrative systems
- ❖ Collaborated with cross-functional development teams
- ❖ Implemented procedural level generation algorithms

FREELANCE TECHNICAL PROJECTS

The Style House Nigeria (2023)

- ❖ Developed 3D virtual wardrobe try-on mobile application
- ❖ Implemented real-time cloth physics simulation
- ❖ Created custom fabric rendering shaders

Pixel Network, Nigeria (2024)

- ❖ Developed Ludo and Wheel of Fortune game mechanics
- ❖ Implemented robust backend integration
- ❖ Created real-time multiplayer synchronization systems

Redshield Games, Singapore (2024)

- ❖ Developed live adventure and exploration game
- ❖ Implemented player stats and ability systems
- ❖ Integrated advanced multiplayer functionality

Norva Core Studio (2024)

- ❖ Created tactical card-based strategy game
- ❖ Developed complex multiplayer game mechanics
- ❖ Implemented advanced card ability and progression systems

TECHNICAL SKILLS

Programming Languages

- ❖ C#, C++, Python, JavaScript, HTML, CSS

Technologies & Frameworks

- ❖ Game Development: Unity, Unreal Engine, Godot, Photon Networking
- ❖ Web Technologies: React.js, Node.js
- ❖ Mobile Development: Flutter
- ❖ Databases: MongoDB, SQL
- ❖ Version Control: Git, GitHub
- ❖ 3D Modelling and Asset Creation: Blender, Adobe Photoshop

EDUCATION

Bachelor's Degree (4.69 GPA)

Obafemi Awolowo University, Nigeria | 2024