Olatide Renee Adetujoye

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Summary

Creative, passionate, and determined self-taught game designer and generalist developer with 3 years of hobbyist experience in Unity. Solo developed two ambitious games: A tactical RPG and Open-world Survival horror giving hands-on experience in various stages of game development. Seeking junior or mid game programmer role to gain industry experience, learn and refine skillset.

Skills

- Game Programming: C#, C++, Python
- Game Engines: Unity, Unreal
- Debugging & Troubleshooting
- Creativity & Innovation
- Problem-Solving
- Git
- Game Design
- Concise communication
- Project Documentation
- Web Dev: HTML, CSS, JavaScript, PHP
- Creative Writing
- Xcode & Swift

Projects

ARGHH, there's a killer chasing me! (2020 – 2022)

Roles: Programming, Writing, Level & Game Design, Character Modelling, UI/UX and Cinematics.
Language & Engine: C# in Unity.

Game Page: https://curlyfries709.itch.io/arghh-theres-a-killer-chasing-me
Trailer: https://youtu.be/77Grk8x525A?si=fQ8IOpNtuSxhh4Di

Summary: A 3D comedy survival horror where you are being hunted in the woods by a masked killer. Your objective is to escape using a variety of means: Fight, sneak or solve the mystery. The choice is yours.

Highlights:

- Implementing a melee combat system with combos and a cinematic super move.
- Designing an open-world woods environment filled with secrets and side quests.
- Designing and programming a branching cinematic and dialogue system affected by player choice.
- Creating a humorous game trailer to match the game's silly nature.
- Designing & programming an in-game mobile phone with usable apps and clean UI.

Another Realm: Cursed Friends (2022-2023)

Roles: Programming, Writing, Level & Game Design, VFX artist, UI/UX and Cinematics.
Language & Engine: C# in Unity.

Game Page: https://curlyfries709.itch.io/cursed-friends
Trailer: https://youtu.be/-YLBFvqd7SM?si=oPJjgdOy8ftUSnyl

Summary: An advance prototype of a 3D Adventure Tactical RPG where a group of friends seek to remove a curse.

Highlights:

- Designing and programming a complex grid turn-based combat system.
- Designing and implementing various gameplay mechanics to make turn-based combat engaging.
- Designing and developing fun enemy combat AI and abilities.
- Adaptable tutorial system that detects the player's input device and displays the respective controls for Keyboard, Xbox or PlayStation controller.
- Programming a scalable and flexible combat ability and status effect system.

Project Eat The Rich (2022-Ongoing)

Roles: Programming, Writing, Game Design, UI/UX.
YouTube Tutorial Playlist:
https://youtube.com/playlist?list=PLbtd3AQeU2CLeot8JiHzUjm2qpsT3Y8f3&si=RMyWFLXGJuSCY5W_

Summary: A prototype of a 3D Third-Person shooter RPG.

Highlights:

- Designing and developing a cover system with adapting animations depending on the cover's height.
- Designing and developing a weapon switching system.
- Implementing a bullet time system triggered by player input.

YouTube Channel (2022-Ongoing)

Roles: Programming, Video Editing & Communication.
Channel Link: Youtube.com/@curlyfries709

Summary: A YouTube channel where I share my game dev projects.

Highlights:

- Showcasing my code and explaining the logic and implementation in a concise yet entertaining manner.
- Editing videos to keep viewers engaged.

Hobbies & Interests

If I'm not making games, I'm playing them! Particularly, RPGs with fantastic stories that immerse you in their world.

My all-time favourite games include: The Witcher III, Persona 5, Baldur's Gate III, Yakuza 0 and Mass Effect: Legendary Edition. These games have inspired me to write my own narrative and develop them as passion projects.

My life goal is to start my own studio and make these dream games reality.