# Lawrence Eniola

## Game Developer

As a game developer with three years of experience in engineering, programming, and design, I am passionate about creating engaging and immersive gaming experiences. I have a proven track record of collaborating with teams to bring game ideas to life and am constantly striving to stay up to date with the latest developments and trends in the industry.

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## WORK EXPERIENCE

### Gameplay Programmer and Backend Engineer

Unforgiving Games *(11/2024 - Present)*

*Achievements/Tasks*

- Designing and implementing core gameplay mechanics, AI behavior, and combat systems resulting in a **20%** improvement in player engagement.
- Optimizing game performance by reducing load times by about **30%**, memory usage, and rendering overhead.
- Implemented CI/CD pipelines, reducing manual intervention by **70%** and boosting developer productivity by about **30%** through automation.
- Integrating physics, animations, and VFX to enhance player experience and engagement by **50%**
- Collaborating with designers and artists to bring game concepts to life.

### Game Developer

CR Motion plus *(11/2023 - 01/2025)*

*Achievements/Tasks*

- Led a team of developers/designers in delivering a fully functional game within strict deadlines.
- Optimized game performance, reducing load times by **20%** and increasing FPS stability on low-end devices.
- Developed and optimized gameplay mechanics using Gdscript for smooth and engaging player experiences.
- Designed and implemented AI behaviors for enemies and NPCs to enhance immersion and challenge.

### Level Designer and Developer

BiGame Studio *(06/2022 - 11/2023)*

*Achievements/Tasks*

- Implemented  game features and mechanics
- Integrated a monetization system (ads, in-app purchases), boosting revenue by **60%**.
- Collaborated with artists, and other developers to create an immersive and engaging gaming experience.

## EDUCATION

### Bachelor's Degree

University Of Lagos

*(2023 - 2028)*
Computer Engineering

### Software Engineering Certificate

ALX Africa

*(2023 - 2025)*
Software Engineering

## PROJECTS

### AltEscape

Developed an endless cyberpunk runner for mobile using Godot and GDScript for Retrofied Studios. Features a dystopian aesthetic, dynamic VFX, special abilities for navigation, and an online leaderboard for competitive play.

### Sky-High

Developed Sky High entirely using Godot and GDScript for Leaky Bucket Games Spring Game Jam, a fast-paced skydiving game where players navigate an endless alien world, collecting power-ups to survive obstacles and enhance gameplay.

### Squash-Da-Creeps

A fast-paced stress-relief PC game built in Godot where players squash enemies before they cause chaos.

### Bulwark

Developed a 2D action game in Godot using GDScript, featuring hand-drawn characters. Players protect their son from enemies in a tense alleyway battle, balancing strategy and precision to keep him safe.

### Lazy Cat

Designed the levels of the game and developed the gameplay mechanics used in the game.

## SKILLS

### Programming/Engineering/Tools

*GDscript, Javascript, Nodejs, C#, Java, Python, Lua, SQL, Firebase, Version Control (Git, Github, Gitlab), (CI/CD) Systems, 3D Modeling (Blender)*

### Engines

*Godot, Unity, Phaser*

### Design and Management

*Figma, Adobe Photoshop, Pixie, Paint.NET, Hacknplan, Trello*

### Soft Skills

*Time management, Creativity, Attention to detail , Collaboration skills, Problem-solving skills*