

Lawrence Eniola

Game Developer

As a game developer with experience in programming and design, I have a passion for 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 seeking to stay up-to-date with the latest developments and trends in the industry.

✉ lawrencekunmilola@gmail.com

📍 Lagos, Nigeria

🐙 github.com/Lawrenceku

📞 +2348117678133

🌐 linkedin.com/in/lawrence-kunmilola-79b416242

WORK EXPERIENCE

Level Designer and Developer BiGame Studio

06/2022 - Present

Achievements/Tasks

- Designing and implementing game features and mechanics using programming languages such as C++, C#, or Java.
- Collaborating with artists, designers, and other developers to create an immersive and engaging gaming experience.
- Creating and maintaining code for game engines and physics systems.
- Debugging and testing games to ensure that they are free of bugs and perform optimally.
- Creating documentation that describes the game's features, mechanics, and design decisions.

EDUCATION

Bachelor's Degree University Of Lagos

01/2023 - Present

Courses

- Computer Engineering

HOBBIES

Gaming

Sports

Anime

Cooking

PERSONAL PROJECTS

Bulwark

- Worked as a gameplay programmer in developing the endless waves of enemy attacks.
- <https://bigame-studio.itch.io/bulwark>

Blob Frenzy

- Worked as a gameplay programmer and was responsible for creating the visual elements of the game, including characters, environments, and special effects.
- <https://bigame-studio.itch.io/blob-frenzy>

Lazy Cat

- Designed the levels of the game and developed the gameplay mechanics used in the game.
- <https://bigame-studio.itch.io/lazy-cat>

Frontman

- Worked on the level design and game server management and development for the game.
- <https://bigame-studio.itch.io/frontman>

Aventure

- Worked on the level design of the game and gameplay programming, I also worked on the visual elements of the game.
- <https://bigame-studio.itch.io/aventure>

SKILLS

Design

Adobe Photoshop, Pixie

Programming

C++, Javascript, C#, Java, Python, Lua, SQL

Engines

Unity, Godot, CryEngine, Phaser

Management

PlayFab

Soft Skills

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

INTERESTS

Passionate about game development, with a particular interest in creating immersive and engaging gameplay experiences.