



# IBRAHIM AKINDE

SENIOR GAME PROGRAMMER

## PROFESSIONAL SUMMARY

Innovative Game Programmer with expertise in cutting-edge game development, specializing in C++, Blueprints, Combat Design, UI Programming and AI in the Unreal Engine.

Driven by passion for immersive experiences and technical challenges, consistently delivering high-quality gameplay mechanics. Seeking to apply skills in Senior Game Programmer role with focus on technical excellence and creative solutions.

## SKILLS

- Expert C++ programming
- Team Leadership
- API integration
- Gameplay systems design
- Combat Design
- Blueprints
- Project Management
- Code review practices
- Proficient AI programming
- UI Programming

## EXPERIENCE

### Senior Game Programmer

SEP 2024 - FEB 2025 | Universi, Melbourne, Victoria

- Utilized C++ and Blueprints in developing the Darkflow IP
- Responsible for various sectors of development including Combat, AI, and UI
- Optimized code for efficient resource utilization.
- Participated in brainstorming sessions to discuss design improvements and solutions.
- Ensured compliance with industry regulations regarding content creation processes.
- Provided technical support to the team during development cycles.
- Researched cutting edge technologies related to game development.
- Collaborated with designers, artists, animators, sound engineers in creating games.
- Integrated third-party libraries into existing project using APIs.

## CONTACT

- ☎ +234 906 514 9901
- ✉ [contact@deuxniistudios.com](mailto:contact@deuxniistudios.com)
- 📍 Lagos, Nigeria
- Discord: ragnar9805

- Prepared daily checklists to measure progress and list encountered challenges.
- Translated design ideas into functional game code.

### **Senior UI Developer**

OCT 2022 - JAN 2024 | HYPERSONIC LABS, INC.

- Successfully implemented User Interface designs in Unreal Engine to enhance user experiences
- Ensured the seamless integration of UI elements to create an engaging and user-friendly interface
- Collaborated with the design team to bring creative visions to life within the Unreal Engine environment
- Contributed to a visually appealing and intuitive UI design that improved overall user satisfaction
- Demonstrated a strong commitment to ensuring the UI met design specifications and provided a consistent, high-quality user experience
- Participated in QA sessions for bug detection

### **UI Developer**

NOV 2020 - APR 2022 | Omeda Studios

- Oversaw the successful implementation of various User Interface modules, encompassing front-end menus, HUD elements, animations, transitions, UI materials, and UI visual and sound effects
- Contributed to the development and enhancement of frontend components for various game modes, such as Home, Options, Friends, Roster, and Character Details, ensuring a seamless user experience

### **Combat Design Consultant**

JAN 2021 - FEB 2021 | Eddaheim

- Conducted comprehensive analyses of combat scenarios, resulting in the optimization of resource allocation and operational efficiency
- Played a key role in evaluating emerging technologies and trends to stay at the forefront of combat design advancements
- Offered valuable insights during decision-making processes, leading to more informed and strategic choices in combat design
- Maintained up-to-date knowledge of industry standards and regulations, ensuring compliance in all combat design projects

### **UI Developer**

MAR 2020 - SEP 2020 | U24 Solutions

- Designed and constructed a highly modular framework for the user interface, ensuring seamless integration with the Cradle of Sins VR MOBA
- Executed the complete implementation of the user interface, from its initial concept to the final, polished version

### **UI Developer**

NOV 2019 - FEB 2020 | ER Studios

- Company Overview: Remote
- Enhanced user interface design by creating intuitive navigation and interactive elements, resulting in increased user engagement

- Troubleshoot and resolved complex frontend issues to ensure seamless functionality and a bug-free user experience
- Implemented modern web technologies and best practices to maintain code quality and improve overall application reliability
- Contributed to user-centered design improvements, making the application more user-friendly and intuitive
- Remote

## EDUCATION

### Bachelor of Science (B.Sc.) in Computer Science

JAN 2014 | Crescent University

## CERTIFICATIONS

- MTA: Networking Fundamentals, 2016
- Microsoft Technology Associate

## LANGUAGES

- **English**  
Native

## WEBSITE, PORTFOLIO AND PROFILES

- [www.linkedin.com/in/ibrahim-akinde](http://www.linkedin.com/in/ibrahim-akinde)
- [www.ibrahimakinde.com](http://www.ibrahimakinde.com)
- [www.soundcloud.com/ibmax](http://www.soundcloud.com/ibmax)

## PATENTS

- The Art of Combat
- The Targeting System (Blueprints)
- The Targeting System (C++)
- The Flanking System
- The UI Menu
- The Minimal Icons
- Close Combat Animset
- Hand Seal Animset: Volumes 1 - 4
- Jutsu Activations: Volume 1
- Simple AI Combat Component

## REFERENCES

References available upon request

## **AWARDS**

- Unreal Engine Grant: Free For The Month Recipient (Close Combat Animset)
- Unreal Engine Grant: Free For The Month Recipient (The Targeting System)

## **ADDITIONAL INFORMATION**

- Unreal Marketplace Creator with 13 high quality assets rated very favorably.
- Enjoy writing plugins and combat mechanics in my spare time
- 1000+ hrs in Nioh 2, 500+ in Borderlands 3, Ghost of Tsushima and Age of Wonders 4, 300+ in Elden Ring, Stranger of Paradise, Midnight Suns and Baldur's Gate 3, 250+ in Unicorn Overlord, 200+ in Marvel's Avengers. I love all kinds of games, especially RPGs.
- Most anticipated game of 2025 - Borderlands 4. Yes, over GTA 6.