

MICHEAL FAGBEMI

Lagos State, Nigeria 🏠

<https://awesomemike.netlify.app> 🌐

magicmicheal4@gmail.com ✉️

www.linkedin.com/in/michealfagbemi 🌐

HELLO!!

I am an innovative game developer who started my game development journey 7 years ago. Currently seeking a lead programmer role with the experience I have in programming, leadership, teaching programming, project management and solving game design problems.

Looking forward to turning game development into a grand adventure, where every bug squashed is a dragon slain and every line of code written is a spell cast to create pure gaming magic! 🚀 ✨

EXPERIENCE

Lead Game Engineer | Maliyo Games

AUGUST 2020 – DATE

- Led the Engineering team in a collaborative game project with **The Walt Disney Company Games**, serving as the first-ever collaborative endeavor within the African continent.
- Created structures and frameworks to guide the engineering process.
- Involved in creating a curriculum to train junior developers and personally trained beginners to intermediate level.
- Published games to the Apple and iOS stores with over 100k players.
- Programming the source code and architecture of multiple prototype mobile games.
- Building and project management of mobile games, ensuring stability and performance on all mobile devices including Android and IOS.
- Heavily involved in technical writing and documentation.
- Hosted, judged, participated and won 🏆 internal and external game jams.
- Led and managed team to build products whilst building tons of in-house tools.
- Spearheaded the DevOps and automation initiative.

Student Ambassador | Unity (University of Lagos)

FEBRUARY 2021 – JUNE 2021

- Hosted training sessions and workshops for aspiring game developers.
- Participated in Game Dev talks representing Unity and empowering students to confidently build projects with Unity.
- Reached out to new audiences to demonstrate the potential of using Unity for their student projects.

Game Dev Lead Tutor | Google's DSC Unilag

SEPTEMBER 2020 – FEBRUARY 2021

- Conducted training sessions to equip students with the necessary skills and knowledge to become game developers.
- Provided guidance and feedback to individual students as they worked on their game development projects.
- Organized and managed game hackathons and month-long challenges.

Programming Instructor | Rubix Nuggets

DECEMBER 2019 - JANUARY 2020

- Conducted a seminar on programming design patterns and ethical considerations in software development.
- Led a team in the development of a vertical slice for a priority project.



Programming Teacher | Ycreators Academy

JUNE 2019 – AUGUST 2019

- Taught Kids to program games using C# in the Unity Engine
- Assisted in building VR (virtual reality) environments for a project
- Built an up-and-running game as the final project of the summer camp



SKILLS & COMPETENCIES

- Programming Languages; C#, C++, Python)
- Unity 3D engine expertise
- DevOps pipeline and automation tools
- Ability to work with version control systems
- Cross Platform development (Android, iOS, WebGL and PC)
- Adaptability to learn new technologies
- Mentoring and training developers
- Project management and team collaboration
- Technical documentation and communication
- Problem-solving and critical thinking
- Game design with Machinations
- Google workspace tools
- Arduino Hardware Programming
- Photoshop



EDUCATION

B.Sc. Computer Engineering | University of Lagos

2016 – 2023



VOLUNTEER EXPERIENCE

- **Engineering Career Expo** – Volunteered in the media team as a graphics designer
- **School Project** – Spearheaded the programming department in developing an Arduino automatic tap

OTHER NOTEWORTHY THINGS

- Participated in over 23 game jams like GMTK, Ludum Dare, Brackeys, Global Game Jam etc.
 - Participated as a speaker at numerous local developer events.
 - Finalist in an African Wide Competition, DLA(Digital Lab Africa) for my first-person horror game.
 - Second place in the Nigerian Game Dev Showcase competition.
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