

PROJECT EXPERIENCE:

Culinary Coalition

Top-down Bullet Hell (Sep 2020 - June 2021)

Game/Level Designer

- **Documenting and updating mechanics** in the GDD
- **Documenting the level layout** intentions and **designing the level blockout**
- Making systems **tutorials digestible through UI & UX design** (eg. loading screen tips)
- **Balancing core mechanics** and level difficulty (Bullet patterns, ingredient spawns + combinations)
- **Cooperated with audio and art specialisms** to enhance the experience through audio game feel and level art respectively

Dr Bounce

Singleplayer FPS (Sep 2021 - May 2022)

Game/Level Designer

- Collaborating in the creation and **documentation of game mechanics**
- **Documented level designs** and **designed blockouts** for playable levels (Level 2, Level 3)
- **Balancing mechanics** (magnet range, enemy speed/range)
- **Making systems tutorials** digestible through UI & UX design (eg. in-level whiteboard tips)
- Improving game feel through implementation of feedback in scripts and events (Gun PFX, enemy PFX/animation)
- **Cooperated with audio and art specialisms** to enhance the game feel and level design

SKILLS:

- Game Design
- Level Design
- Version Control (Fork, Tortoise Git)
- Unity C#
- Unreal Engine 4 Blueprints
- Git (Bitbucket, Github)
- Adobe Photoshop
- Clip Studio Paint
- Trello
- Microsoft Office (Word, Powerpoint, Excel)

EDUCATION:

BA Game Development: Design (1st)

Falmouth University (September 2019 - May 2022)

- Practice in agile and scrum methodology
- Communication and collaboration with other members in team projects
- Planning and documenting game projects

AWARDS + ACHIEVEMENTS:

Industry Vote for Game of the Year

Dr.Bounce (GA EXPO 2022)

Votes from *Playstation London*, *Mediatonic*, *Rocksteady*, *Splash Damage developers*

"What Was That?" - Best Game Design

Dr.Bounce (GA EXPO 2022)

Staff choice award for best mechanics and overall design

'Culinary Coalition' at G7 Summit

Our game was presented at the Cornwall House during the G7 Summit in June of 2021.



PERSONAL PROJECTS:

Rolling Sun

3D Roller Ball Game Prototype

Solo Developer

- Solo developed
- Programmed using C#
- Created mechanics and game design documentation (growing/shrinking, point system)
- Created UI elements and implemented UI art

Rough Diamond

Top Down Action Pinball (Sep 2021 - May 2022)

Solo Developer

- Solo developed
- Programmed using C#
- Created mechanics and game design documentation (Deflecting balls, wave system, catching mechanic)
- Planned art direction and created/implemented 2D art
- Created and implemented game feel to enhance the game experience (PFX, screenshake, animations)

MORE PROJECTS:

Shout Rallies (3 People)

A mobile prototype made over the summer. A digital game of bogies where friends compete over the phone with the loudest voice.

Bone Rush (11 People)

A first person crypt crawler made in first year. Traverse through a dungeon to level up and defeat the boss at any time. The longer you take the stronger the boss gets too.

REFERENCES:

References available on request

OTHER LINKS:



<https://github.com/nayoladn>



<https://pecanrockin.itch.io>



<https://twitter.com/pecanrockin>



<https://www.nayoladipo.com>



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