

OLUWASEUN OGUNRINDE

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Skilled in directing and managing complex tasks and projects to achieve strategic goals, with a strong track record of delivering results. Highly reliable, organized, punctual and collaborative.

- # Game Development
- # Artificial Intelligence
- # Augmented and Virtual Reality
- # Teamwork
- # Android Development
- # Animation Programming (OpenGL)
- # Time Management
- # Project Management
- # Creativity and Passion

EDUCATION & CREDENTIALS

Diploma in Game Development September 2021 – May 2023

New Brunswick Community College, NB

Courses: OOP, Artificial Intelligence, Animation, Networking, Data Structures, Project Management, Interpersonal Communication, Arithmetic, Quality Management, Scripting, C++, Java, C#, Python.

Certificate in Web Development December 2020 – June 2021

Aptech Computer Education

Courses: Web development in HTML, CSS, JavaScript, PHP, and MySQL.

PROFESSIONAL EXPERIENCE

Kognitiv Spark May 2023 – June 2023

Augmented Reality Developer (Intern)

- o Collaborated to develop augmented reality solutions using Azure Spatial Anchors for **HoloLens** and **Mobile**.
- o Conducted research on emerging technologies in the **augmented reality** industry to inform project development.
- o Demonstrated strong **problem-solving** skills and the ability to work independently and as part of a team.
- o Utilized **project management** tools like Notion to collaborate with team members and track work progress.

NOTABLE PROJECTS

3d Tank Simulator March 2023 - April 2023

A tank simulator built from scratch in C++ with OpenGL.

- o Created a Blender plugin to convert Blender models to s3d format using **Python**.
- o Developed an algorithm to convert player input into smooth movements for the tank model in **OpenGL, C++**.
- o Enhanced the simulator gameplay experience with immersive OpenGL lighting effects.

Blackjack January 2022 - February 2022

A digital version of a real-life casino Blackjack game.

- o Developed Artificial Intelligence simulation of real-life casino dealers using **Java**.
- o Implemented a shuffling algorithm for a random card deck generation for each round of the game.
- o Orchestrated interactive & responsive user interface using the built-in graphical user interface, **Java-Swing**.

Turbo Arena February 2023 - March 2023

A car race game where players battle against falling, Inspired by Race Arena (A mobile game).

- o Initiated game mechanics for the cars' movement and turning in **C#**.
- o Incorporated all game animation and sound using the **Unity3D** game engine.
- o Designed and created NPC cars logic using **Artificial intelligence**.

All remaining projects can be found on <https://gamedevdaniel.com>

SKILLS

Professional Skills

- Proven record of successfully producing, deploying, and managing applications in a collaborative IT environment.
- Demonstrated ability to multitask and manage competing priorities in a fast-paced work environment.
- Strong communication skills, with the ability to communicate complex information in a clear and concise manner.

Service to the Community

- Social Media Manager at Skyway to Heaven.
- Member of the Civil Air Search and Rescue Association (CASARA).
- Member of NBCC Sanitation Community Service.