Agyei Lomini

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SUMMARY

Game Developer with a strong foundation in game design and development, specializing in Unity and C#. Successfully led multiple game jams, managing teams of up to 5 developers to deliver innovative prototypes within tight deadlines. Currently spearheading an indie game project with a focus on unique mechanics and immersive player experiences. Recognized for creativity, project management, and leadership, with a proven track record of producing engaging games that maintain high user retention. Passionate about crafting interactive experiences that captivate players and push the boundaries of game design.

EDUCATION

Bachelor of Science

Georgia State University • Atlanta, GA • May 2024 • 3.80
• Concentration: Computer Science with Minor in Game Design and Development.

PROJECTS

Greatest Shinobi (Unity) – Project Lead, Game Programmer

https://ultimabz.itch.io/greatest-shinobi • ultima2b.itch.io/greatest-shinobi • June 2024 – July 2024
• Led a team of 5 developers to design and deliver a fully functional platformer prototype within 2 weeks, achieving 100% of project milestones on schedule.
• Optimized Unity scripts to boost character movement efficiency, reducing frame drops by integrating motion algorithms.
• Coordinated development tasks using Agile principles, ensuring seamless collaboration and a bug-free final prototype.

Tiger Diver - Vertical Scroller (Unity) – Lead Developer

https://ultimabz.itch.io/tigerdiver • ultima2b.itch.io/tiger-diver • May 2023 - July 2023
• Developed and launched a vertical auto-scroller game featuring 3 unique levels with diverse obstacles and AI-controlled enemies, increasing player engagement by 20% during beta testing.
• Optimized gameplay mechanics to maintain high retention rates, with 80% of users completing at least 3 levels.
• Implemented a modular level design system, reducing development time for new stages by 30%.

SMT Like RPG (Unity) – Lead Developer

March 2023 - May 2023
• Designed and developed a turn-based combat system featuring 10+ unique abilities, enhancing gameplay depth and strategy.
• Recreated core gameplay mechanics inspired by the SMT series, earning a 95% approval rating from beta testers for authenticity and nostalgia.
• Orchestrated project deliverables and timeline management to achieve game launch under strict 2-month framework.

SKILLS

• Front-End Development: React, HTML, CSS, JavaScript, XML
• Back-End Development: SQL, Firebase, Java, C#, MYSQL
• Creative Tools & Frameworks: Unity, Git, Game Design Principles
• Soft Skills: Time Management, Adaptability, Creative Thinking, Team Collaboration, Leadership

CERTIFICATIONS

Git Essential Training

Linkedin Learning • 2024
• Certified Version Control Specialist

COURSEWORK

Object Oriented Programming

Georgia State University

Game Development II

Georgia State University

Fundamentals of Game Design

Georgia State University