

Tim Ogunmakin

Gameplay Programmer

"Tim is a talented and passionate gameplay programmer. He helped create an iconic UI on RollerDrome, and since that project has dived into Unreal and new platforms and become very productive very quickly. He's always open to new ideas and pushing himself to improve, which is a vital skill for programmers at all levels." – **Andrew Fray, Lead Programmer, Roll7**

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WORK EXPERIENCE

Intrepid Studios, Software Engineer, Remote *Aug 2024 - Ongoing*

MMO Title - Ashes of Creation (PC)

- Maintained and monitored automated builds (CI/CD pipelines via Jenkins)
- Built and extended internal tools that assisted designers, artists, and QA (e.g., asset validation tools and log parsers)
- Lead operating procedure of resolving build breakers, reducing build breaker times by over 80%. Created dashboards for monitoring build health and server uptime to supplement this.
- Acted as first line of defense when there's a build breaker or server crash

Roll7, Software Engineer, Remote *Oct 2020 – Aug 2024*

Rollerdrome (PC/PS5/PS4) – 9/10 IGN, 94% PC Gamer

- Contributed to the core trick system to support designers and animators to create tricks quickly and effectively by creating custom tooling.
- Headed up the Localization integration, developing tooling to minimize the friction felt by other team members
- Implemented and iterated UI on several key areas of the game working closely with UI/UX designers.
- Designed and implemented a progression system featuring unlockable levels and weapons, displayed throughout the Campaign UI screen I developed.

Unannounced Title (iOS)

- Developed and optimized a daily reward system allowing players to unlock 500+ items.
- Created a decoupled onboarding tool, enabling designers to set up onboarding steps in over 20 UI screens.
- Integrated a magazine feature to deliver dynamic content updates and inform players about their progression.
- Owned development of a tool to aid narrative designers in adding NPC dialogue, automatically configuring the localization data required.
- Optimized various UI screens via loading times by restructuring asset locations and loading where needed utilizing the Unity Addressable system effectively improving performance in non-gameplay screens by over 40%.

Untitled Unreal 5 Game (PC/PS5)

- Developed vehicle durability system to simulate realistic wear and tear, adding depth and challenge to gameplay mechanics.
- Integrated a gameplay debugging tool with on-screen support, aiding fellow coders and QA in identifying and resolving issues.
- Designed and implemented UI elements utilizing the Unreal UMG system, enhancing player interaction and visual feedback within the game.
- Programmed AI behaviors for turret systems, optimizing engagement and tactical decision-making within the game's combat scenarios.

Factory 42, Gameplay Programmer, London UK *May 2019 – Oct 2020*

Robot Recall (Magic Leap)

- Developed core networked gameplay mechanics including building robots for teammates to see and connecting to networked client-hosted room sessions via Photon.
- Implemented support for calibrating the digital and real-world environment between multiple magic leap device locations over a networked session using QR codes for up to 4 players simultaneously.

Founder and Lead Programmer, Triple Smash Studios *Ongoing*

Project Kytharos (PC)

- Created a competitive server authoritative 2v2 spell-casting game, utilizing the Mirror networking API.
- Led a team of 5 individuals of different disciplines from concept artists to animators instructing and supporting each member to help achieve my vision of the title.
- Architected and implemented a robust backend authentication service to securely manage player accounts and credentials utilizing MongoDB.
- Designed and developed a matchmaking service to facilitate fair and balanced player matchups utilizing IIS and a .NET backend connecting to a MongoDB database.
- Designed and engineered various core gameplay systems such as spell casting, camera systems, player controllers, and more for fulfilling gameplay.

TECHNICAL SKILLS

Proficient

- Unity
- Unreal Engine
- C++ / C
- C#
- Blueprints
- UMG
- Java
- MongoDB

Familiar

- Python
- PHP
- JavaScript
- MySQL
- JSON
- IIS
- Jenkins

ADDITIONAL SKILLS

Agile Workflows, Jira, Asana, Miro, Git, SVN, Perforce, Photon, Mirror, Unity Localization, Sentry, Programming Patterns, Game Design, Blender, Maya

EDUCATION

Bachelor of Science (B.S.) Computer Games Programming

University of Staffordshire
Sep 2012 – May 2016

FAVOURITE GAMES

- Valorant
- Rust
- League of Legends
- World of Warcraft