Desmond Okafor

Game Developer

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SUMMARY

Game developer with 4 years in Unity and Unreal, shipping gameplay systems and tools for two mobile and PC titles. Built the inventory and crafting system played by 2 million users and cut load times by 38% through asset streaming. Comfortable owning a system from prototype through ship.

EXPERIENCE

Game Developer — Lanternfish Interactive

Seattle, WA · Feb 2023 – Present

- Built the inventory, crafting and trading system in Unity (C#) for a mobile RPG that reached 2 million installs, with a data-driven item schema the design team edits without code changes.
- Profiled and rewrote the asset-loading pipeline using addressables and streaming, cutting average level load time from 6.1 to 3.8 seconds on mid-tier Android devices.
- Implemented a save-and-sync system with conflict resolution across devices, reducing reported lost-progress tickets from 140 to 15 a month.
- Built a custom level editor as an in-engine tool that let 3 designers place and test encounters without engineering support, cutting iteration time from 2 days to same-day.

Junior Game Developer — Hollow Oak Studios

Austin, TX · Jul 2021 – Jan 2023

- Implemented enemy AI behavior trees in Unreal Engine (Blueprints and C++) for a PC action game, covering 14 enemy types across 3 biomes.
- Optimized particle effects and shader calls that were dropping frame rate below 30 fps in combat scenes, restoring a stable 60 fps on the target GPU.
- Built and maintained the UI for inventory, dialogue and quest tracking using Unreal's UMG, iterating weekly with the narrative team.

SKILLS

Engines: Unity, Unreal Engine, Godot (basic)

Languages: C#, C++, Blueprints, HLSL (basic shaders)

Systems: Gameplay systems, AI/behavior trees, save systems, UI/UX tools, networking basics

Pipeline: Git, Perforce, Jenkins (build automation), profiling and performance tuning

CERTIFICATIONS

Unity Certified Programmer, 2022

EDUCATION

B.S. Computer Science, University of Utah, 2021

Fictional example by FindAJobAI: the person, employers and numbers are invented.