
OLUWASEOREFUNMI OLUFUNKE SOYANNWO

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PROFESSIONAL SUMMARY

Recent BSc Games and Multimedia Environments graduate with hands-on experience in software, web, and game development. Proficient in HTML, CSS, Java, Unity, and 3D design tools, with proven success delivering secure, functional, and user-focused solutions during internships and client projects. Skilled in collaborating across disciplines, mentoring peers, and driving innovative problem-solving. Passionate about building immersive digital experiences that merge creativity and technical expertise.

EDUCATION

BSc: Games and Multimedia Environments, 09/2021 - 06/2025

University of Sussex - Falmer, Brighton

A Levels, 08/2018 - 06/2020

Monkton Combe School - Bath

Secondary School, 08/2011 - 06/2018

DayWaterman College - Nigeria

WORK HISTORY

Software Engineer Intern, 10/2023 - 09/2024

Elara Solutions - Germany

- Enhanced current software platforms by adding new functionality and security features, improving system reliability.
- Designed and integrated robust data systems, increasing data security and efficiency.
- Collaborated with other developers to identify and alleviate software bugs.
- Solved complex software problems using technical knowledge and experience for reliable solutions.
- Managed around 3 mobile projects for various clients simultaneously ensuring on-time completion and high client satisfaction.
- Gained experience in agile development processes, sprint planning and stakeholder communication.

Software Development Intern, 06/2024 - 06/2024

IEUK Programme - London, City of London

- Collaborated in a team project to design and present a prototype digital solution to a real business challenge.
- Conducted market and technical research, identifying user needs and proposing innovative features.
- Developed and showcased a working concept/demo within tight deadlines, enhancing teamwork and time management skills.
- Received positive feedback from industry professionals on project presentation and technical problem-solving.
- Networked with employers from leading companies, gaining insight into industry best practices and career pathways.

Mentor, 06/2023 - 09/2024

Zero Gravity - London, London

- Successfully mentored over a number of students, leading to significant improvements in their academic performance and career readiness
- Provided constructive feedback and guidance during setbacks, helping mentees overcome challenges, learn from mistakes and develop resilience.
- Developed tailored academic and career plans for each mentee, resulting in improved grades, successful university admissions, and secured internships
- Delivered one-on-one sessions to guide mentees through various subjects and challenges.
- Supported students in securing internships, scholarships, and job placements by offering interview preparation, resume reviews, and career advice.

PROJECTS

Phantom Trails (3D RPG Adventure Game)

- Designed and developed core gameplay mechanics in Unity using C#.
- Implemented procedural dungeon systems, combat blend trees, and interactive quest/dialogue systems.
- Created immersive 3D environments and characters in Blender, optimized for performance.
- Optimized game performance through efficient scripting, LODs, and lighting techniques.

Aetherborn: Portal of Worlds (3D Fantasy Game)

- Developed custom ability scripts using Unity's VFX Graph (Elemental Transcendence, Portal Conjunction, Aether Manipulation).
- Designed engaging UI/UX elements for the main menu and graphics settings.
- Focused on lighting and atmosphere to enhance player immersion.
- Applied version control with GitHub to manage collaborative development and track iterations.

SKILLS

- 3D Modelling
- Adobe Creative Cloud
- Mentorship
- NodeJS

- C#
- C++
- Cinema 4D
- CSS
- Data Entry
- HTML
- Github
- Java
- JavaScript
- Problem Solving
- Project Management
- React
- React Native
- Software Development
- SQL
- WordPress
- Web Development
- Unity

CERTIFICATIONS

- Creating 3D environments in Blender
- Create Game Characters with Blender
- MBA in a Box: Business Lessons from a CEO
- Java for Complete Beginners
- Java Programming: Beginner to Advanced