

Oriyomi Kazeem

Game Designer/Combat Designer

PROFESSIONAL EXPERIENCE

Hangry - Game Pill

QA Tester

02/2024 - 02/2024

- Tested Game Pill's Hangry, a melee action game in Unreal Engine 5.
- Noted down various bugs by reproducing actions and detailing events that led to various bugs.
- Ensuring proper feedback is aligned with the documentation provided.

Unannounced Projects - Daqa

QA Tester

05/2023 - 09/2023

- Tested various projects under companies that are in partnership with DAQA, a games quality agency.
- Performed detailed issue reporting for each specific project.
- Learned advanced testing techniques and specialized documentation skills.

Sorghum and Spear - Subsume Media

Game Designer

01/2023 - 04/2023

- Designed various gameplay elements including Combat, Encounter design and Level design.
- Took leadership of the game design document, collaborating with team members to manage game's scope.
- Served as project manager by serving as a major source of communication for duties and deadlines for the group.

PROJECTS

Beat Up My Dreams

Game Designer

07/2024 - Present

- Ownership of multiple combat systems, working extensively with Unreal Blueprints, behavior trees, animation montages, and animation blueprints
- Designed and balanced core combat mechanics alongside authoring detailed frame data for expressive combat encounters
- Direct collaboration with cross-discipline teams from concept to implementation

Journey To Jojo

Game Designer

10/2023 - 04/2024

- Led the design and implementation of melee combat, enemy design and VFX using animation montages, Unreal blueprints and notify states
- Designed and scripted all enemy archetypes and behaviors in collaboration with level designers to create intense encounters
- Implemented audio, UI and visual effects

CONTACT

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- www.oriyomikazeem.com

SKILLS

TechnicalSkills:

- Unreal Engine 5
- Unreal Blueprints
- Maya/Blender
- Perforce
- Jira
- Adobe Suite

ProfessionalSkills:

- Combat Design
- Enemy AI Design
- Prototyping
- Design
- Documentation

Interests:

- Watching Action
- Films
- Relaxing in Nature
- Basketball and Soccer

EDUCATION

Georgia State University

B.A in Game Design, 2024

OTHER

- An alumni of 2022 Xbox's Game Camp in Atlanta - Worked on a 2d side scroller named Dashingers
- 2 immersive VR Projects
- Worked and troubleshooted VR hardware and software