

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 - Present

- Tested various projects under companies that are in partnership with DAQA.
- Noted down various bugs by reproducing actions and detailing events that led to various bugs
- Learned advanced testing techniques.

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 Blueprint, behavior trees, animation montages, and animation blueprints
- Prototyped two transformations for the player that has their own playstyle with differences in combos and animations
- Direct collaboration with Level Design, Encounters, Sound Design and more

Journey To Jojo

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

Technical Skills:

- Unreal Engine 4/5
- Unreal Blueprint
- Maya
- Perforce
- Jira
- Adobe Photoshop

Professional Skills:

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

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 VR Projects