JOLYNE ALUKO

Game Designer and Programmer

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WORK EXPERIENCE

PRATT INSTITUTE, BROOKLYN NY STUDENT AMBASSADOR

AUGUST 2023 - PRESENT

• Led daily tours for groups of up to 20 guests, providing engaging and informative commentary on historical sites and landmarks

• Maintained a high level of customer satisfaction through receiving positive feedback and consistently exceeding guest expectations

• Demonstrated excellent communication, leadership, and interpersonal skills while serving as a positive and knowledgeable representative of the university

FEATURED PROJECTS

Man on Mars 2024 - A 3D PSX horror game

- Programmed Enemy AI and Gameplay Mechanics
- Wrote Narrative Elements
- Sound Design and Audio Implementation
- Designed Lighting

SALMON SOULS 2023 - A 3D souls-like

- Programmed Enemy AI and Gameplay Mechanics
- Designed and Integrated UI/UX
- Utilized Maya to Design 3D Props

KU-MITE 2023 - A 2D fighter

- Programmed the game loop and AI Elements
- Designed and Integrated UI/UX

EDUCATION

B.F.A. GAME ARTS PRATT INSTITUTE AUGUST 2022 - MAY 2026

EXHIBITIONS

PRATT GAME ARTS SHOWCASE 2023 - 2024

SKILLS

Adobe Creative Suite – Autodesk Maya – Zbrush Github – Godot – YarnSpinner- HTML Twine – Unity Engine- Unity DevOps Version Control- C#