Okafor, Chuks Christopher

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PERSONAL DATA

Date of Birth: April 7th, 1996	**State of Origin:** Delta State	**LGA:** Aniocha-South	**Sex:** Male
Nationality: Nigerian	**Marital Status:** Single	**Religion:** Christianity	

OBJECTIVE

I am an energetic, creative and inquisitive computer science graduate with 4+ years of experience in coding and multiplatform game development. Seeking to leverage exemplary analytical skills, creativity and coding skills as an asset to any technologically driven establishment.

EDUCATION

Computer Science   **September, 2013 — September, 2017**

Madonna University, Elele, Rivers State.

ACCOMPLISHMENTS

- Led a team that designed and developed a working Mailing Order application with Visual C++ and MS Access
- Designed and developed a traffic light simulation system in C++ using windows forms
- Created a thesis for projectile based combat AI in video games with the **Unity** video game engine, built working NPC behavioral systems using C# and JavaScript

QUALIFICATIONS

B.Sc. Computer Science (Second Class, Upper Division)

CERTIFICATIONS

Microsoft Certified: Azure Administrator Associate

Microsoft Certified: Azure Fundamentals

SOPHOS Sales Fundamentals – Certified Sales Consultant

WORK EXPERIENCE

Reliance Infosystems Limited   **August 4th, 2019 — Present**

Microsoft Interns for Africa Program

- ° Learnt the fundamentals of Microsoft business solutions
- ° Engaged in pre-sales Interaction with prospective customers
- ° Received training as regards the more technical aspects of Microsoft cloud-based solutions

Value Explorer – Cloud Infrastructure Services

- ° Engaging in the maintenance, deployment of Microsoft cloud solutions
- ° Providing customer support as regards Microsoft cloud solutions
- ° Provisioning of new approaches to cloud-based customer interaction

Adair Interactive Arts   **October 4th, 2017 — Present**

Game Programmer - Unity

- ° Programming In-Game Systems & Mechanics
- ° Solving technical problems and debugging
- ° UI Programming & Implementation
- ° Mobile deployment of interactive applications

Infinite Fun Entertainment   **December 16th, 2018 — Feb 20th, 2020**

AI Programmer – Unreal / Unity

- ° Programming an In-game AI Navigation System
- ° Working on an in-game FSM based behavior system

Akwa Ibom State Ministry of Finance   **June 6th, 2018 — March 12th, 2019**

Planning Research & Statistics (NYSC)

- ° Created and maintained statistical databases
- ° Co-ordinated activities and projects in regards to relevant databases

Petroleum Products Pricing Regulatory Agency   **April 7th, 2016 — September 11th, 2016**

ICT Intern

- ° Engaged in the Installation, configuration and management of ICT infrastructure
- ° Provided user Support on ICT issues
- ° Engaged in the cleaning and maintenance of computer hardware

SKILLS

- JavaScript, C#, C++, Pascal, Visual C++, Visual Basic, Visual Scripting (Unreal Engine 4's Blueprints), FORTRAN.

- Exceptionally skilled at various analytical aspects of video game development with either Unity / Unreal video game engine(s)

- Exceptionally skilled at various forms of software/web development on multiple platforms

- Skilled in Adobe Fuse for 3D humanoid character creation and Maximo for rigging & animation.

- Skilled in Adobe Photoshop

- Skilled in critical thinking, logic and spatial reasoning

- Strong leadership, communication, and collaborative skills.

INTERESTS

Developing new, and improving existing, computer-based technologies, systems, and solutions.

REFERENCES

References available upon request.