

Esewi Egheosa

<https://stuffbyesso.com/>

Profile

As a games developer, my passion is taking a vision for a game and bringing it alive.

Whether it is through iterative design or finding a technical solution.

Through my experience in AAA and my own indie-game endeavours, I have worn many hats. Each with its own individual sets of challenges that have tested and improved me as a developer.

I believe, that experience has made me an effective cross-discipline communicator. Making me an asset whether I am taking the lead or providing support for the wider team.

Skills

- C++
- C#
- Unreal Engine (4 & 5)
- Unity
- Documentation (Design, Technical Design)
- Jira
- Git
- Figma
- UX/UI

Achievements

- Presented my game '*Launch Test*' at EGX for the Tranzfuser competition (2021)
 - I acted as the team leader of '*Jawbyte Games*'
 - Creative director
 - Engineer
 - Pitched our game concept to the board.
- '*Acquisition*' made for the Jamfuser Game Jam with my team '*Jawbyte Games*' came 3rd place in the overall category. (2021)
- TIGA Graduate of the Year (2022)

Employment & Experience

Flix Interactive (July 2022 – Present)

- **Role:** Technical Designer
- **Projects**
 - **Sea of Thieves** (July 2022 – November 2023)
 - Implementing the gameplay features and story beats for the monthly content releases.
 - **Adventure 12 – Dark Deception**
 - **The Legend of Monkey Island**
 - **Unreleased AAA Battle Royale (NDA)** (November 2023 – March 2024)
 - Technical/Level Designer
 - **Unreleased AAA Military FPS (NDA)** (April 2024 – June 2024)
 - Vehicle Designer.
 - **Unreleased AAA Survival Horror Game (NDA)** (June 2024 – November 2024)
 - Rapid prototyping
 - **Unreleased AAA Looter Shooter (NDA)** (November 2024 – Present)
 - UX/UI Designer

Education

Computer Games Design & Programming (BSc (Hons)) – First Class

Staffordshire University 2019 – 2022

A degree that teaches the technical and design aspects of games development and empowers you to specialise in your areas of interest.

Notable modules include:

- Further Games & Graphics Concepts (DX11)
- Advanced Games Technical Design (UE4)
- A.I Scripting For games (Unity)
- Rapid Games Prototyping (Unity)