

# Jared Akigbesote

Athboy, Co. Meath, Ireland

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## Links

Portfolio: <https://jareda034.github.io/Portfolio/>

GitHub: <https://github.com/jareda034>

itch.io: <https://ping-wing.itch.io>

## Personal Profile

Junior Unity Gameplay Programmer with experience developing both 2D and 3D games using Unity and C#. Skilled in gameplay programming, enemy AI, combat systems, player progression systems, UI development, and object-oriented programming. Passionate about creating engaging gameplay experiences and continuously expanding technical skills through personal projects.

## Skills

### Programming & Development

- C#
- Unity Engine
- Git & GitHub
- Visual Studio
- Object-Oriented Programming
- Event-Driven Programming
- Gameplay Systems Development
- UI Development
- HTML
- CSS
- Python

- JavaScript

## Gameplay Systems

- Enemy AI
- Combat Systems
- XP & Leveling Systems
- Skill Trees
- Mission Systems
- Checkpoint & Respawn Systems
- Controller Support
- Player Progression Systems

## Professional Skills

- Team Player
- Problem Solving
- Communication
- Ability to Work Independently
- Time Management

## Projects

### Gameplay Programmer | Realm Of Ardga | Unity & C#

**2026**

- Developed a 2D fantasy RPG featuring enemy AI, combat systems, skill trees, shops, and player progression.
- Implemented XP and leveling systems.
- Built persistent player progression across scenes.
- Developed multiple enemy types and combat interactions.

### Gameplay Programmer | Cyber Threat | Unity & C#

**2026**

- Developed a 3D top-down shooter featuring enemy AI, combat systems, and mission objectives.
- Implemented patrol, detection, chase, and attack AI states.
- Built mission progression and interaction systems.
- Created health, shooting, and reload mechanics.

## Gameplay Programmer | Marsh's Run | Unity & C#

**2025**

- Developed a 2D platformer focused on movement mechanics and timer-based gameplay.
- Implemented wall jumping, wall sliding, checkpoint systems, and controller support.
- Designed a risk-versus-reward timer system with coin collection mechanics.

## Work History

### Security Officer | Panda Waste | Navan, Co. Meath

**July 2021 – Present**

- Conduct regular security patrols.
- Monitor site safety and security.
- Complete incident reporting and documentation.
- Work independently and maintain site security procedures.

### Shop Assistant | Fresh Today | Athboy, Co. Meath

**February 2020**

- Assisted customers.
- Restocked shelves.
- Maintained store cleanliness.
- Supported daily store operations.

## Education

### Code Institute

**2024 – 2025**

Full Stack Software Development

### Technological University Dublin

**2021 – 2023**

Athboy Community School

**Leaving Certificate 2021**

Additional Information

- Full Driving License
- Own Transport
- Forklift Certified

Achievements

- Built and configured my own gaming and development PC.
- Developed and published multiple Unity projects.
- Competed nationally in athletics, achieving 4th place overall.
- Represented my school at Áras an Uachtaráin.
- Played against St. Mirren Academy as part of a regional football academy squad.

References

Available upon request