

Jojo Antoko

ASPIRING SOFTWARE ENGINEER | GAME DEVELOPER

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Methodical Game Developer with expertise in C and C#, specializing in Unreal Engine and Unity. Proven track record in rapid prototyping, AI-driven mechanics, and performance optimisation. Eager about collaborative innovation and delivering immersive player experiences.

Work Experience

Lead Programmer

Jan 2024 - Jan 2024

UKIE Games Jam

- Led a 4-member team to develop To Be Human in 24 hours using C# and Unity, ensuring 100% demo functionality.
- Reduced debug time by 40% through iterative code reviews and modular design.
- Collaborated with artists to implement UI systems and spaceship interaction mechanics.
- Implemented gameplay features such as AI, physics, animation, sound, and user interface components.

Projects

Unreal Engine | ItsJustAGame

Present

- Built a 3D football game in C++ with AI opponents, improving decision-making speed by 30%.
- Enhanced physics using vector math for wrestling mechanics, reducing CPU load by 15%.
- Managed repositories via Git for streamlined collaboration.
- Tested new builds regularly to identify potential bugs or other errors before release.

VR Unity | VR Boxing Game

Oct 2024

- Shipped a VR boxing game in 2 months using Unity XR Toolkit and Oculus Rift
- Innovation: Integrated ragdoll physics and AI behaviours, achieving 90% positive playtest feedback
- Solved complex technical problems by identifying and addressing performance bottlenecks.
- Utilized particle systems to create dynamic effects such as explosions, fire, smoke. in Unity games.

Core Skills

C++, C#, Python, JavaScript, Unreal Engine, Unity, Visual Studio, Git, Azure, Gameplay Programming, AI/ML, Physics Simulation, CI/CD Pipelines, Debugging, Agile / Scrum, Cross-Functional Collaboration, Client Communication, GAME DEVELOPER, OS, cooperative, resilience, programming languages, game engines, QA, Web Development, Operating System, researching, supportive, teamwork, creativity, enthusiasm, Problem Solving, Technological Adaptability, Openness To Criticism, machine learning

Education

Brunel University

Oct 2024

Bachelor of Arts Games Design

