



# Ezekiel Olajumoke

Game Developer

## Profile

Creative and highly driven Game Developer with 5+ years of professional experience in full-cycle game development across PC, mobile, and VR platforms. Skilled in solo and collaborative development with an exceptional grasp of multiplayer systems, GraphQL API integration, and gameplay programming. Experienced in shipping production-ready games using Unity and Unreal Engine, building real-time online games, and creating procedural gameplay systems.

## Work Experience

APRIL 2025 - NOVEMBER 2025  
Voltis Labs, United Kingdom (REMOTE)  
**Unity Game Developer**

- Integrated GraphQL APIs for matchmaking, leaderboard syncing, player stats, and username systems using custom secure bearer token flows.
- Tic Tac Toe Multiplayer: GraphQL-powered matchmaking with real-time player state syncing using Alteruna.
- Led most Unity game architecture and solo-built entire gameplay systems, UI, turn logic, animations, and effects.
- 8 Ball Pool (2D & 3D): Procedural ball spawning, cue physics, pocket detection, AI opponent logic, multiplayer scoring & ball assignment logic.

2022 - 2023  
Zkyte Technologies, Wuse 2, Abuja  
**VR Developer || Game Developer**

- Implemented game features such as player movement, AI, physics, and multiplayer functionality.
- Designed and developed multiple mobile and PC games using Unity engine.
- Collaborated with artists, game designers, and other developers to create game mechanics, levels, and user interfaces.
- Optimized game performance and improved loading times by using various techniques such as asset bundling and code optimization.
- Worked on various Virtual Reality Projects.
- Conducted regular playtesting and gathered feedback from players to improve game design and mechanics.

2018 - Present  
Upwork-Freelancing, Ikotun, Lagos  
**Game Developer**

- Worked on various aspects of game development including player movement, UI, sound effects, and animations.
- Worked on various hypercausal games.
- Learned and applied programming concepts such as object-oriented programming, data structures, and algorithms.
- Translated design ideas into functional game code.
- Polished game to fix bugs and iron out occurring problems.

## Contact

kolawoledev01@gmail.com

+234 70 4329 8580

LinkedIn - Olajumoke Ezekiel Kolawole

## Education

- **Olabisi Onabanjo University**  
*Bachelor of Mathematics*  
October 2022 - July 2025

## Skill

- Proficient in programming languages such as C++, HTML5, HTML, CSS, Js, PHP, C#, and Java.
- Experience in game engines such as Unity and Unreal Engine.
- Knowledge of game design principles and mechanics.
- Git, Firebase, Photon, Mirror, Alteruna, Unity Netcode, GraphQL
- Strong communication and collaboration skills.
- Expert in React.js and Node.js

PORTFOLIO

<https://kolawoledev.netlify.app>