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[website](#)

Objective	Experienced Game Developer and XR Developer with hands-on experience building immersive AR/VR/XR applications and gameplay systems. Seeking an opportunity to contribute strong technical skills, creativity, and problem-solving abilities to team developing cutting-edge interactive experiences.
Skills & Abilities	<ul style="list-style-type: none">• Game Development: Unity (C#)• XR Development: ARCore, ARKit, OpenXR'• Programming: C#• 3D Interaction Systems: Physics-based interactions, gesture input, spatial mapping• UI/UX for XR: Canvas UI, world-space UI, interaction design principles• 3D Asset Workflow: Blender• Version Control: Git, GitHub, Unity VCM• Multiplayer Development: Photon PUN / Netcode (if applicable)• Mobile Development: Android/iOS deployment, optimization, performance profiling• Prototyping: Rapid prototyping of gameplay mechanics and XR interactions
Experience	Lumen Gaze October 2025 – Present Founder, Lumen Gaze <ul style="list-style-type: none">▪ Founded Lumen Gaze to introduce and promote the use of XR technology in secondary schools across Nigeria.
Education	Redeemers University – Ede– Computer Science (BS.c) 2023 - 2027
Communication	<ul style="list-style-type: none">• Excellent verbal and written communication skills• Able to clearly explain technical concepts to non-technical audiences
Projects	<ul style="list-style-type: none">• Gel electrophoresis procedure in XR for 2025 IGH Hackathon (3rd Position)• Biogaze - biogaze

	<ul style="list-style-type: none"> • Morphy – https://funmisky.itch.io/morphy • Portgane – https://funmisky.itch.io/portgane
Certifications	<ul style="list-style-type: none"> • 3rd Place at the IGH AI/XR 2025 Hackathon • XRCC Online 2025 hackathon