Salami Victor Oyale

Software Engineer

salamivictor15@gmail.com
GitHub: oyalesalami LinkedIn: oyalesalami

"I enjoy taking on new challenges and tackling different problems"

Education

B.Sc Computer Science (2019-2024)

Work Profile

Programmer (Unity & .Net Backend) - Great Valley Technologies ((Contract) November 2025 - July 2026) ConnectBoy Games
Gameplay Programmer - Nok Animation Studios (October 2021 - Current) Nok Animation Studios
Gameplay Programmer - Christian Game Developers Conference (2023 & 2024) CGDC
Community Lead - Google Developers Student Club Lead (2022 - 2023) GDSC

Area Of Expertise

Game Development, Backend Development, Game Design, Network Programming, Compiler Construction, System Programming, Simulations

Skills & Tools

C++, C#, Lua, GDScript, Python, GCode, Unity, Unreal Engine, Godot, Blender, Git, Inkscape, Codecks, Jira

Experience

Great Valley Technologies

- I'm working on a PvP multiplayer game (For both iOS and Android) ConnectBoy Games

Nok Animation Studios

- I handle gameplay design, prototyping and scripting of levels on an unannounced game at Nok Animation Studios

- Created a procedural cinematic system to simulate drone shots in Unreal engine.
- Worked on a C#/C++ based multiplayer networking solution for games at Nok Animation Studios. Rooms

GDSC Lead

- I organized and hosted events and workshops on Web Development, ML/AI, etc.to improve skills of students in my university.
- Worked with different students and different organizations to identify and solve local issues with technology.

Christian Game Developers Conference

- I worked with the CGDC as a gameplay programmer on a VR game for the Meta Quest 2 & 3 Headsets.(Foothold) (2023)
- I also worked with the CGDC as a gameplay programmer on a Web game project.(Christmas On The Fritz) (2024)

Contract Work

- I worked on a CAM software for a client. This involved me writing an interpreter for GCode and then interfacing that with a simulation in Unity (2024). Axes Desktop

Personal Projects

- I was the 2nd Runner up in the Africomicade game jam (2023).Jam Game
- I wrote a math library for 3D graphics applications. It is capable of handling matrices, vectors and quaternions with hardware acceleration. SML
- I have also developed some small games during my free time. StudioHead Games

Extras

- Part of the Virtual Exchange Scholar program run by the International Game Developers Association Foundation (2022) IGDA-F
- Google DevFest Volunteer (2022 & 2023) DevFest
- A member of the Internet Society ISOC
- I speak English and can read and write Koine Greek (Intermediate)
- I am good with Math
- I play the guitar too.