

Kayode Shonibare-Lewis

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Work

11nd Mar 2013 – 19th Apr 2013 **Vallekilde Højskole**, Hørve
Teaching students C# in Unity, 3D modelling in 3Dstudio Max and game design principles.

22nd Oct 2012 – 26th Oct 2012 **Vallekilde Højskole**, Hørve
Teaching students 3D modelling and animation in 3Dstudio Max

17th July 2012 – 28th Aug 2012 **Knapnok Games**, Copenhagen
Environment artist, 3D modeller and level designer on the soon to be released Cloud Chamber project, full-time internship

Education

Aug 2012 – Dec 2012 **DADIU**
Lead Game Designer, Cantrip

2011 – Present **IT-University of Copenhagen**
Games Design M.Sc

2008 -2011 **University of East London**
Computer Games Design (Story Development) B.A, First Class Honours

Skills

Game Design I have spent 5 years studying game design. I also have experience designing and implementing numerous games and prototypes.

Unity (C#) I have more than 3 years experience developing games in Unity.

3DsMax I have experience modelling, rigging, unwrapping and animating characters and other objects in 3DsMax.

Flash I have experience with using flash for animation.

Photoshop I use Photoshop for texturing and digital painting.

Projects

May 2013 **Demonic Shotgun 2010: The House Warming** [<http://www.unicorn7.org/games/game/143/>]
Minimalistic top down shooter. – Art, Design.

Apr 2013 **Welcome to the Jungle** [<http://www.unicorn7.org/games/game/128/>]
Robot defends a Procedurally generated island. – Programming, Design, Texturing.

Jan 2013 **NGJ Fighters** [<http://www.anchel.com/ngj-fighters/>]
Spoof fighting game featuring indie game developers. – Programming.

Dec 2012 **Cantrip** [<http://english.dadiu.dk/games/games2012/cantrip>]
(Winner of Best Student Showcase, Spilprisen 2013)
3rd person puzzle platformer fairy tale with magnetic mechanics. – Game Designer.

Yet to be released **Cloud Chamber** [<https://www.facebook.com/CloudChamberMystery>]
Mixed media sci-fi mystery. – Environment Art, 3D modelling and Level Design.

Sept 2012 **XKCD: Press and Move** [<http://xkcd.kajakklubben.org/>]
(Nominated for Best Artistic Achievement, Spilprisen 2013)
Platformer homage to the XKCD web comic, Click and Drag. - Animation.

July 2012 **Super Screaming Skull Bros 2** [<http://www.anchel.com/games/SuperScreamingSkullsBros2.swf>]
2 player skull screaming co-op survival game. –Art, Animation, Design.

Apr 2012 **Farmors Baghave** [<http://www.platform4.dk/node/590>]
(Commissioned for the PlayForm Mobile Exhibition. Currently at the Science Gallery, Dublin)
Interactive toy/arcade that uses wooden blocks as input, to create a digital garden on screen.
– Art, Animation and Design.

Jan 2012 **[Blank]** [<http://glassdevil.co.uk/blank.html>]
An experiment in creating a first person game where the character is blind and navigates using other senses. – 3D Modelling, Animation and Design.

May 2011 **Project Blend** [<http://indygames.co.uk/work/projects/blend/index.html>]
Stealth/Hack and slash platformer involving fruit and gore. – 3D Coordination, Character Art, Animation, Design.

References

Dajana Dimovska CEO & Producer at Knapnok Games, +45 22 94 18 16

Jesper Hansen Game Academy Producer at Vallekilde Højskole, +45 60 24 07 07

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