

SERVICE RECORD

RESUMÉ

IBRAHIM AKINDE

COMBAT DESIGNER // GAMEPLAY SYSTEMS PROGRAMMER

10 years of professional Unreal Engine development across shipped PC and PlayStation 5 titles. Creator of 13+ Marketplace/FAB products carrying thousands of downloads. Available for contract and full-time engagement.



UE5 · C++

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10

YEARS UE DEV

4

SHIPPED TITLES

13+

MARKETPLACE PRODUCTS

20+

CONTRACT ENGAGEMENTS

01 CORE COMPETENCIES

Combat Design

Melee systems, skills, parries, counters, executions, boss encounters, game feel and readability.

AI Programming

State Tree, Behavior Tree, Smart Objects, AI Perception, EQS. Bosses, companions, drones, squad behaviors.

UI Engineering

Common UI, UMG, Enhanced Input. Full front-end flows: lobbies, matchmaking, stores, settings, character select.

Gameplay Systems

Advanced Blueprints (Gameplay, Combat, GAS, Architecture) and C++ (Gameplay, UI, GAS). Multiplayer replication.

Auxiliary - Agile PM: Scrum/Kanban, Jira, Notion, Trello, Confluence. Version control: Git, Perforce, Subversion, Plastic, Anchorpoint, Diversion.

02 SHIPPED TITLES

Predecessor

PC · PLAYSTATION 5

Front-end UI programming: sign in/up, lobby, home, social tabs, character select, victory/defeat, settings, matchmaking, game modes.

Cradle of Sins

PC · STEAM · VR

Front-end UI engineering across game modes, settings, animations and transitions.

Six Temples

PC · STEAM

Combat programming, systems integration, network programming and multiplayer design.

Tide Turn

PC · STEAM

Shop UI architecture (grid to list views), UI animation, UI performance optimization.

03 MARKETPLACE / FAB PRODUCTS

PRODUCT	RATING	NOTES
The Targeting System	★★★★★ 4.6 (86)	Monthly UE Sponsored Content, May 2020
The Targeting System - C++ Plugin	★★★★★ 5.0	Open source, github.com/MaxxRexx
The Art of Combat	★★★★☆ 3.5	Complete melee combat solution: parries, counters, feints, targeting, RPG component
Close Combat Animset	★★★★★ 4.7 (34)	79 melee animations for PC and mobile
Hand Seal Animset Vol. 1-4	★★★★☆ mixed	Anime-inspired jutsu casting animation packs
Jutsu Activations Vol. 1	☆☆☆☆☆	Anime-inspired combat activation set
Simple AI Combat Component · Context-Aware Interaction System · The Flanking System · The UI Menu · The Minimal Icons	★★★★★	Modular systems, multiplayer ready

04 SERVICE RECORD - CONTRACT EXPERIENCE

2026 **Combat Designer / AI Programmer**
Pisele GmbH - Fracture Brink

2026 **Combat Designer / Programmer**
Neon Veil

2026 **Combat Designer / UI Developer**
Unseen Room - Bewitching

2025 **UI Consultant**
Stanion Studios

2024-25 **Senior Game Programmer**
Universi

2022-24 **Principal Unreal Engine UI Developer**
Hypersonic Laboratories

2022-23 **Unreal Engine UI Developer**
World Spark Studios

2022-23 **Module Lecturer, Unreal & C++**
Pulse College

2020-22 **Front-End / UI Developer**
Omeda Studios - Predecessor

2021 **Combat Design Consultant**
Eddaheim Studios

2021 **Front-End / UI Developer**
Unreal24 Solutions

2020 **UI/AI/Gameplay Developer**
Exiled Republic Studios

2019 **Front-End / UI Developer**
5th Cell Studios

2019 **Combat / Network Programmer**
Maya Virtual Inc - Six Temples

2018-19 **Gameplay & UI Programmer**
Grassroots Studios

2018 **Gameplay / Systems Programmer**
Deadlift Studios

2018 **Combat Designer / Programmer**
High Level Studios - Project Arena

2017-18 **Gameplay Programmer**
Last Ninja Standing

2017 **Combat Designer**
Vekro Studio S.R.L - Paragon Project

2016-17 **AI Designer / Programmer**
Dinosaur Battlegrounds LLC

2015-16 **Combat Designer**
Ethos LLC - Project Ethos

05 EDUCATION & PUBLICATIONS

- **B.Sc. Computer Science**
Crescent University

- **"Video Game User Interface Development Using Scaleform GFx"**
IJCSIS Vol. 12 No. 5, May 2014

- **"Development of a Real-Time Strategy Game"**
Published research