

TOBI ADEFIDIYA

Game Designer & Narrative Designer

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TECHNICAL SKILLS

Software: Unity, Blender, Adobe Photoshop, Adobe Illustrator, Clip Studio Paint, Audacity, Photopea, Mixamo

Languages: C#, Python, HTML/CSS (basic)

Tools: Git, Trello, Notion, Visual Studio, PowerPoint, Excel

RELEVANT PROJECTS

Full Court Uprising!

2026

Lead Narrative Designer

- Responsible for story beats, dialogue writing, character personalities, and narrative cohesion across gameplay systems.

Stonespoke

2025

Programmer

- Minimalist puzzle project centered on uncertainty and discovery.
- Built color-based riddle logic and environment resets with custom C# systems.

Strife & Serenity

2024 – Present

Game Designer, Writer, 3D Artist, Programmer

- Developing a narrative-driven Action RPG exploring the duality of conflict and peace across multiple realms.
- Designed and implemented gameplay systems in Unity (puzzles, traversal, color riddle mechanics, audio fading).
- Organized playtests and documentation to refine emotional pacing and player comprehension.
- Authored lore and character bios.

Mark of Mastery

2023

Lead Designer / Developer

- Prototype foundation for Strife & Serenity.
- Programmed gameplay loops & heavily focused on bettering combat.
- Established environmental storytelling and exploration-forward level design.

Cthulhu's Cat Sitter

2023

Lead Designer / Writer / Systems Designer

- Non-Euclidean 3D horror puzzle concept for PC & VR with five escalating 'nights' of survival and exploration.
- Scripted narrative beats with branching good/bad endings; PS1-inspired visual direction.
- Produced a comprehensive design document specifying systems, level flows, and interaction patterns.

EXPERIENCE

Radical Play Lab

2026 – Present

- Hired to be part of USC's Radical Play Lab
- Work on various different games, specifically narrative heavy ones

PlayStation Career Pathways Program

2025 – Present

- Awarded Gerald A. Lawson fund by Playstation Career Pathways
- Part of a community of around 100 gifted and like-minded student chosen by Sony

Teaching Assistant – USC, Interactive Media & Game Design

2025 – Present

- Support instruction in game design fundamentals, Unity prototyping, and narrative structure.
- Review student projects, provide actionable critique aligned with learning outcomes.
- Facilitate playtests and manage classroom tools.

The Creative Pulse – Design Intern

2018

- Assisted in visual design and branding projects for clients including McCoy and Evian.
- Created cover and packaging mockups aligned with campaign aesthetics and brand guidelines.
- Collaborated with senior designers, gaining experience in production workflows and creative direction.

EDUCATIONAL BACKGROUND

University of Southern California (USC) — M.S. Game Design & Development (2025 – Present)

University of Southampton — B.A. in Game Design & Art (Graduated 2024, First Class Honours)

East Surrey College — Creative Media Production (Graduated 2021, Distinction)