MICHEAL FAGBEMI

Game Developer & Strategist · Lead Game Engineer

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PROFILE

Game developer with 7+ years of experience shipping mobile games, from a Disney-licensed launch title to award-winning live games and jam-winning prototypes. I lead engineering teams, design game architecture and tools, and mentor developers. I'm looking for lead programmer and technical leadership roles.

Every bug squashed is a dragon slain; every line of code is a spell cast. 🚀

EXPERIENCE

Lead Game Engineer · Maliyo Games — Aug 2020 – Present

- **Lead Engineer on Disney Iwájú: Rising Chef** (iOS & Android, Feb 2024), Disney Games' first collaboration with an African developer. Owned code architecture, framework strategy, iOS testing and deployment.
- Engineer on **Safari City**, Maliyo's flagship match-3 renovation game: Unity workflows, custom level-design tools, performance optimisation and cloud-hosted systems for remote tuning. Safari City won Africa's Most Impactful Mobile Game at GIAA 2025.
- Solo developer of **Whot King**: multiplayer, live services, economy balancing with Machinations and iOS deployment. Whot King and Safari City were featured by Apple for Nigeria's 65th Independence Day (Oct 2025).
- Shipped games to the App Store and Google Play reaching 100k+ players, including Mama Atingi Shop and Mission 55.
- Built engineering structures, frameworks and in-house tools; spearheaded the DevOps and automation initiative.
- Created a training curriculum for junior developers and mentored beginners to intermediate level.
- Hosted the Maliyo Games Internship Game Jam (2022); judged, participated in and won internal and external jams.

Student Ambassador · Unity (University of Lagos) — Feb 2021 – Jun 2021

- Ran training sessions and workshops, and gave talks representing Unity to help students build projects with it.

Game Dev Lead Tutor · Google Developer Student Clubs, UNILAG — Sep 2020 – Feb 2021

- Trained students in game development, gave project feedback, and organised game hackathons and month-long challenges.

Programming Instructor · Rubix Nuggets — Dec 2019 – Jan 2020

- Ran a seminar on design patterns and ethics in software; led a team building a vertical slice for a priority project.

Programming Teacher · Ycreators Academy — Jun 2019 – Aug 2019

- Taught kids to build games in C# and Unity; assisted on VR environments; shipped a working game as the camp's final project.

SPEAKING & RECOGNITION

- **Global Game Jam × gamescom dev Scholar** (2026), one of four scholars, attending gamescom dev and gamescom in Cologne.
- **Speaker, GameUp Africa Meetup** (Sep 2025): "Behind the Code: How Safari City Was Built".
- Featured in **Black Game Pros: Conversations**; delegate with Maliyo Games at **Création Africa**, Paris (2023).
- Finalist, Digital Lab Africa (first-person horror game); 2nd place, Nigerian Game Dev Showcase.
- 23+ game jams (GMTK, Ludum Dare, Brackeys, Global Game Jam…), with two wins: Oga Rush and Duel of Dishonor.

SKILLS

C# · Unity · C++ · Python · Mobile (iOS & Android) · WebGL & PC · Game architecture · Tools & pipelines · DevOps & CI automation · Live ops & remote config · Economy design (Machinations) · Version control · Team leadership · Project management · Mentoring · Technical writing · Arduino · Photoshop

EDUCATION

B.Sc. Computer Engineering · University of Lagos — 2016 – 2023

- Led programming on an Arduino automatic-tap project; media team graphic designer at the Engineering Career Expo.

WRITING

Articles on game feel, design and monetization at theawesomemike.hashnode.dev.