

BENNY WANYOIKE WAWERU

UNITY DEVELOPER/PROGRAMMER
SOFTWARE DEVELOPER
AI/ML ENGINEER

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SUMMARY

Ambitious and dedicated individual with a BSc in Computing and an MSc in Artificial Intelligence seeking a full-time job as a Unity Game Developer, AI/ML Engineer, or Software Engineer. I have a solid grasp of programming concepts, a passion for innovation, the ability to collaborate in a dynamic work environment, and a commitment to learning and contributing to impactful projects in the field.

SKILLS

Software Development

- Python
- Java
- Visual Basic .NET
- Flutter/Dart
- HTML/CSS
- SQL
- Visual Studio
- Android Development
- Jira

Game Development

- Unity 2D/3D | Unity C#
- Multiplayer with Unity Netcode
- Unity Analytics
- Rigging | Animations | IK
- Blender 3D modeling (Basics)
- Blender Rigging and Animation

Machine Learning/Artificial Intelligence (ML/AI)

- R Programming
- Python
- Deep learning
- Image Processing/Computer Vision
- Data Analysis
- R Studio
- Matlab
- Power BI

Soft Skills

- Microsoft Packages
- Professional Communication
- Innovative Problem Solving
- Adaptability

WORK EXPERIENCE

Intern Game Programmer

Streamline Studios | January 3rd, 2022 - May 3rd, 2022

Engine: Unreal Engine 4

- Worked with a large team in modifying and adding new features for a sequel to Bake N Switch.
- Conducted code reviews and provided feedback to improve code quality in others and my own work.
- Demonstrated troubleshooting skills by identifying a difficult bug in the system.
- Developed, Modified, or updated existing codes to suit new objectives or goals.

Intern Game Programmer

Spacepup Entertainment | September 14th, 2020 - November 13th, 2020

Engine: Unity

- Designed and built a solo Unity 3D game project.
- Developed and implemented unique gameplay mechanics.
- Optimized the game's performance to optimal.
- Troubleshoot and resolve all bugs.

Intern Game Programmer

Jiwe Studios | February 2024 - July, 2024

Engine: Unity

- Implemented a core API with webview for mobile games for the studio
- Lead the development and design for various games for various clients: prototype endless car runner game, fixing up a WebGL VR project.

Lead Game Developer

Jiwe Studios | August 1st, 2024 – present

Engine: Unity

- In Charge of making key technical decisions regarding the game's architecture, tools, and technology used.
- Ensuring the codebase is maintainable, scalable, and optimized for performance.
- Implementing complex game systems and features.
- Ensuring games are tested, identifying and fixing bugs and performance issues.
- Implementing best practices for coding standards, version control, and testing processes.
- Addressing technical challenges that arise during development, providing solutions and alternatives.

EDUCATION

Master's Degree in Artificial Intelligence

Asia Pacific University (APU): 2022-2023

CGPA: *3.71/4.0*

Bachelor of Science (Hons) in Computing

UCSI University: 2019-2022

CGPA: *3.79/4.0*

NOTABLE ACHIEVEMENTS

Published Research Paper, IEEE

Researched and built an idea for a gamified study app for both college and university students to ease studying. The article is published at IEEE.org with the title: "Gamesy: How Videogames Serve as a Better Replacement for School?"

Published Research Project, AIP

Developed the Gamesy app mentioned above using Unity 3D for my final year project and created 3 different game genres to help students learn or revise work in a fun way. The project was then published as a research paper.

Worked at Globally Recognized Game Studio

Completed second internship at Streamline Studios, a globally recognized videogame development company as an intern game programmer. I used Unreal Engine to work on new features for the famous Bake 'N Switch. Here I learned how to use Unreal and C++ for game programming.

Worked at an Award-Winning Game Studio

Completed an internship in an award-winning game company, Spaceup Entertainment, where I learned to use and code Unity games using C#. Here, I worked on a game project based on the famous snake game where I had to design and create the code to work as per the supervisor's instructions.

Won 2 awards at the 2025 Global Game Jam Nairobi

I participated in the 2025 Global Game Jam Nairobi with my team, *Rowdy Rebels*, and we won ***Best Game Design*** and ***Best Gameplay*** for our game, *Ruka*. I developed the mechanics, environment, character, and animations for the game, where a girl jumps on floating bubbles that pop into smaller ones.

INTERESTS AND HOBBIES

- Art/Drawing
- 3D modeling
- Sci-fi Research/Brainstorming/Sharing
- Philosophy
- Video games/game development
- Comics
- Music (Rock/Games OST/Lo-fi/Electric)
- Figurine Collection

FIND ME AT

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