

MAKINDE DAVID CRAIG

VR & UNITY DEVELOPER · XR TRAINING · GAMES · MULTIPLAYER

Nigeria · successfulcraig13@gmail.com · makeinde-david.vercel.app · linkedin.com/in/gameboyprime · mdcstudios.itch.io

SUMMARY

VR and Unity developer with **5 years of experience** building and shipping immersive experiences for Meta Quest, Android and PC, end to end: 3D assets in Blender, gameplay and interaction systems in C#, multiplayer networking, LiveOps and store release. Currently building clean energy **VR training simulations** at CitiBIM. Shipped **Space Cop on the Meta Horizon Store**, plus **3 games on Google Play** and **2 on itch.io**.

SKILLS

XR / VR	Meta Quest (standalone), Meta XR / Oculus SDK, XR Interaction Toolkit, spatial UI, on-device profiling
Engine & code	Unity, C#, Python
Multiplayer	Unity Netcode for GameObjects, Photon Fusion
LiveOps	Firebase (Analytics, Remote Config, cloud data), AdMob, Google Play Console
3D & tools	Blender, FreeCAD, Git / GitHub, Unity Version Control (Plastic SCM), Jira, Trello
Platforms	Meta Quest, Android, Windows, WebGL

EXPERIENCE

XR Developer, CitiBIM Nigeria Limited Oct 2024 – Present

- Build Unity **VR training simulations for Meta Quest** that let trainees explore, understand and operate complex **clean energy systems** in a safe, controlled virtual environment.
- Engineer real-time interactions, object manipulation and spatial UI that power guided demonstrations and collaborative walkthroughs for stakeholders and trainees.
- Model, optimise and integrate 3D assets, then profile and tune builds for smooth performance on **standalone headsets**.
- Work with engineers and architects to represent real-world energy systems accurately in VR.

Game Developer, MDC Studios Aug 2021 – Present

- Led VR development and game design for **Space Cop**, a sci-fi VR shooter released on the **Meta Horizon Store**.
- Built **Ortho VR**, a VR simulator for practising **ORIF surgery on forearm fractures**: realistic fragment reduction and plate and screw placement with XR Interaction Toolkit.
- Designed, built and released PC and mobile games in **Unity and C#** on **Google Play and itch.io**, including Ultimate Run, Squeak 'n' Sprint and Tanks and Robots.
- Implemented enemy AI, player mechanics, collectibles and progression; ran prototyping, playtesting, optimisation and QA.

Game Programmer, SkillsForge Jun 2023 – Sep 2024

- Built core gameplay for **Guardian of the Citadel: Rise of the Undead (Google Play)**: shooting, soldier summoning, power-ups and progression.
- Integrated **Firebase** for player data, analytics and cloud services; managed Google Play releases and platform compliance.
- Optimised performance across Android devices and integrated assets with artists, sound and level designers.

OTHER PROJECTS

Ultimate Mission, multiplayer FPS (PC) Photon Fusion

Host-and-join multiplayer first-person shooter, networked with Photon Fusion.

Store links and gameplay videos for every title at makeinde-david.vercel.app.

EDUCATION

B.Sc. Computer Science (First Class Honours), University of Ibadan, Nigeria Jan 2026

- Dean's Roll of Honour, 3× recipient**, for exceptional academic performance.