EZEA CHINONSO PETER

SOFTWARE & GAME DEVELOPER • SYSTEMS ARCHITECTURE

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PROFESSIONAL SUMMARY

Software & Unity Game Developer with a BSc. in Computer Science from the University of Nigeria, Nsukka (UNN). Co-founder at Cavern Studios with extensive experience shipping 2D/3D games in Unity (C#) and full-stack web applications with Next.js and Python. Focused on modular game systems, asset optimization, and building robust, high-performance applications.

EDUCATION

Bachelor of Science (B.Sc.) in Computer Science

University of Nigeria, Nsukka (UNN) | Nigeria

TECHNICAL SKILLS

- **Languages:** C#, Python, JavaScript / TypeScript, SQL, HTML5, CSS3
- **Game Development:** Unity (2D & 3D), Mobile Optimization, ScriptableObjects, Addressables, UI Systems
- **Web & Full-Stack:** Next.js, React, Node.js, REST APIs, Tailwind CSS
- **Security Fundamentals:** OWASP Top 10, Auth/Session Security, Secure Data Pipelines
- **Tools & Environment:** Git & GitHub, VS Code, Unity Profiler, Linux / Ubuntu

PROFESSIONAL EXPERIENCE

Co-Founder & Lead Developer | Cavern Studios (formerly Vecna Games)

2024 – Present | Nigeria

- Spearheaded architecture, systems design, and gameplay engineering for mobile titles in Unity (C#).
- Optimized 3D/2D rendering pipelines and texture memory budgets for low-end mobile hardware to sustain steady 60 FPS.
- Engineered modular game systems including player movement controllers, quest engines, and reward loop logic.
- Integrated mobile monetization SDKs (rewarded ads, in-app mechanics) and deployed builds to itch.io and mobile targets.

FEATURED PROJECTS

LocalInspect AI – Offline 3D CAD Blueprint Analyzer | *Local AI, Three.js, Python*

• Air-gapped desktop app analyzing structural blueprints and generating interactive 3D models with zero cloud egress (github.com/Chinonso-Peter/local-inspect-ai).

BoardMind – Collaborative AI Architecture Canvas | *Next.js, React, AI / Voice*

• Voice-first collaborative whiteboard application for diagramming system architectures and backend components in real time (github.com/Chinonso-Peter/Board-Mind).

Reef – Mobile 3D Endless Runner | *Unity, C#, Mobile 3D*

• Fast-paced tilt-controlled mobile runner with custom power-up loops and optimized 3D mobile rendering (vecna-games.itch.io/reef).

Flappy Ball – 2D Basketball Arcade Game | *Unity, C#, 2D Physics*

• Snappy arcade game featuring custom physics bounce loops, achievement streak tracking, and custom sprite artwork (github.com/Chinonso-Peter/Flappy_Ball).

Dungeon-Dash: Key Quest | *Unity, C#, 3D Systems*

• 3D dungeon action RPG featuring custom quest state machines, interactive key-door puzzles, and level layout systems (peters-g.itch.io/dungeon-dashkey-quest).

Breached – Security Credential Web App | *Next.js, React, REST APIs*

• Web security app checking compromised credential databases with end-to-end client privacy protection (breached-ten.vercel.app).

CERTIFICATIONS & ACCREDITATIONS

- **Ethical Hacker Course** – Cisco Networking Academy (2025)
- **Introduction to Cybersecurity** – Cisco Networking Academy (2025)
- **GameUp Africa: Unity Game Development** – Endless Games & Learning Lab / Arizona State University (2026)

- **Fundamentals of Deep Learning** – NVIDIA (2026)
- **THM Advent of Cyber** – TryHackMe (2025)