

JAZMIN FAZZOLARI

Game Programmer

CONTACT



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ACT, Australia

REFERENCES

Provided upon request

EDUCATION

AdvDip of Professional Game Development (Programming) [\(10702NAT\)](#)

Academy of Interactive Entertainment

ACT, Australia

2021 - 2022

Year 12 (VCE) Certificate

Bacchus Marsh Grammar

VIC, Australia

2018

SKILLS

User Interface design & systems (Unity)



Languages

C# and C++



HTML, CSS, JavaScript



Tools

Unity Engine



Version Control (Github, Perforce)



Raylib, OpenGL



PROFILE

I am a games programming graduate, excited to put my skills to practice within the industry. I'm willing to learn anything and everything about making games, and am prepared to seize any opportunity i can to expand my skills and knowledge!

PROJECTS

The Heart of the Forest

SEP - NOV 2022

2.5D Adventure-platformer developed in 14 weeks in a team of 13.

GUI and Environment Programmer, Project Coordinator

- ◇ Pitching of initial game prototype to class and industry panel
- ◇ Implementing GUI and environment systems
- ◇ Creating and animating GUI elements and functionality
- ◇ Writing and maintaining various documentation
- ◇ Encouraging team progress and collaboration
- ◇ Leading stand-ups and documenting discussions
- ◇ Collecting feedback through tests and networking events

Fly-High BowFishing (VR)

JUN - JUL 2022

VR Fantasy-fishing game developed in 4 weeks in a team of nine.

Lead Programmer

- ◇ Boid-like artificial intelligence
- ◇ Working with unity and VR
- ◇ Writing and maintaining documentation
- ◇ Creating and implementing GUI elements and functionality

Kaida

OCT - DEC 2021

Top-down bullet-hell game developed in 10 weeks in a team of 13.

GUI Programmer, Project Coordinator

- ◇ Creating and animating GUI elements and functionality
- ◇ Audio mixing and systems
- ◇ Level design and set-dressing
- ◇ Hosted meetings and scrums
- ◇ Guided team progress