

JASMINE ÖHLIN

GAME PROGRAMMING STUDENT

jasmine.ohlin@gmail.com

+4670 468 12 13

Languages: C#, C++, HTML, CSS.

Software Experience: Unity, Visual Studio, JetBrains Rider, Adobe Photoshop, Illustrator, XD and InDesign.

Swedish, mother tongue
English, fluent

Educations

Game Programming
2,5 years | Forsbergs Skola
August 2021 - current

Computers and programming
10 credits | Uppsala University
June 2021 - August 2021

Introduction to programming and C#
7,5 credits | Luleå University of Technology
June 2021 - August 2021

Gamification
7,5 credits | Linnaeus University
January 2021 - June 2021

Graphical user interfaces
7,5 credits | Luleå University of Technology
January 2021 - March 2021

Rhetoric for Advertisement
7,5 credits | Linnaeus University
August 2020 - December 2020



About me

I'm a game programming student with a creative mind and high attention to detail. My dream is to be a part of creating innovative and kind-hearted games for target audiences beyond the stereotypical gamer.

Game Projects

Garden Gambit | Gacha mobile game

Role: Meta programmer | C# & Unity | August 2022

Garden and plant themed mobile game deployed on Google Play Store. Created a flexible, generic inventory system implemented with interfaces and inheritance. Used the Broker Pattern throughout. Responsible for spawning fighters and displaying them using MVC architecture.

Little Light | ARPG PC game

Role: General programmer | C# & Unity | January 2022

Responsible for object pooling, UI health bar and navigation set up, enemy attack and attack visualization with particle systems and shaders, kill quests. Aided artists by creating UI assets in Adobe Photoshop.

Work Experience

Web designer & web master

NSPH Stockholms län | November 2020 - February 2022

Designed and developed a new responsive Wordpress webpage with Elementor. Created a new logotype and set up social media like Mynewsdesk and Facebook. Created and deployed ads with Facebook Ads Manager. Wrote newsletters and handled mail services. Designed prints for roll-ups and advertisement flags.

Project assistant

Hjärnkoll Stockholm | March 2020 - November 2020

Project managed a revival of "Våga Prata", a project for teens and young adults. Held interviews, wrote stories and was in charge of all publications on the website as well as all social media. Instagram saw a 600% increase in the amount of followers and interactions during that time, from about 400 followers to 2400 followers.