# JASMINE ÖHLIN

#### GAME PROGRAMMING STUDENT

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Languages: C#, C++, HTML, CSS Software Experience: Unity, Visual Studio, JetBrains Rider, Adobe Photoshop, Illustrator, XD and InDesign

Swedish, mother tounge 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**

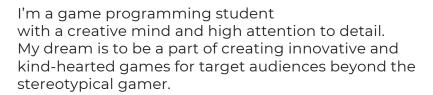
7,5 credits | Luleå University of Technology January 2021 - March 2021

#### Rhetoric for Advertisement

7,5 credits | Linnaeus University August 2020 - December 2020



## About me



# 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, kill quests, enemy attack and attack visualization with particle systems and shaders. 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.