

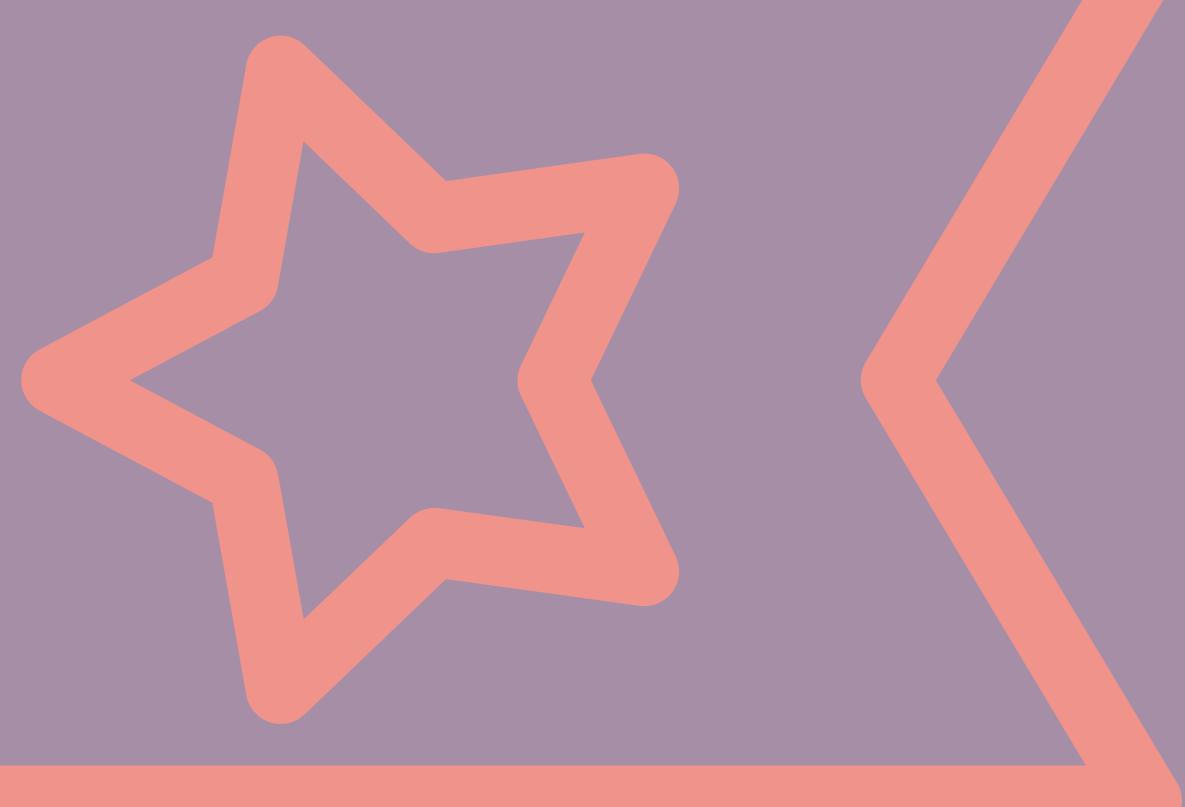


# Jayna Bonifacio

GAME DESIGNER

## Skills

- Visual Studio Code
- MAYA - 3D designing
- Photography - Adobe express, Light room, Photoshop, Canva, PowerPoint
- Traditional mediums of art - water colour, lead drawing, oil painting.



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Sydney, New South Wales,  
Australia

## Professional Summary

I am an aspiring Game Designer passionate about creating engaging and immersive experiences. Skilled in storytelling, creativity, and game mechanics, with a strong desire to learn and grow in the gaming industry. Motivated to collaborate with teams, contribute innovative ideas, and design games that inspire and entertain players around the world.

## Education

Higher School

- Completed Yr 12 Higher School Certificate (20XX)

College (20XX)

- 3D design and animation

Tafe NSW (20XX)

Certificate IV in Interior Design

Western Sydney University  
(20XX)

- Diploma Creative Industries and Communication