

JAMIE PASNIN

OBJECTIVE

Technically creative game/ software developer and designer passionate about creating games and software applications to solve creative problems to enhance human development and explore perspectives to enrich people's lives.

SKILLSET

Skills	Description
1. Programming Fundamentals.	<ul style="list-style-type: none">Understand data collection (variables, data types, and data structures).Understand data manipulation (operators, conditionals, and functions).Understand principles and paradigms (such as OOP and various design patterns).
2. Programming Languages.	<ul style="list-style-type: none">Proficient in C#.Experience in HTML5, CSS3, JavaScript.
3. Application Management.	<ul style="list-style-type: none">Proficient in .NET and Visual Studio/ Code.Proficient in Unity.
4. Project Management.	<ul style="list-style-type: none">Proficient in Version Control (GitHub, Git).Proficient in Task Tracking (Jira, Trello).Proficient in Agile Methodology (Scrum, Kanban).Proficient in Modular System Design (using Figma with UML/ CRC models).Proficient in Microsoft Office Suite.
5. Design.	<ul style="list-style-type: none">Proficient in game design and UI/ UX design.Proficient in Adobe Creative Suite (Photoshop, Illustrator, Audition, Acrobat, Premiere).Understand design elements, principles, and colour theory.

PROJECTS

Djaa Prototype | University Game Project | [Bitbucket](#)

- Genre: 2D action-adventure platformer.
- Platform(s): Mobile (Android/ iOS) and PC (Windows/ macOS).
- Client: Kerry O'Neil of Goombucker Creations.
- Purpose: Explore and share aboriginal cultures way of life and wisdom in an engaging interactive way to young audiences (10-15 years of age).
- Role(s): Director, Programmer, Game Designer, Sound Designer.
 - Directed team of three towards game vision and purpose.
 - Designed and built software systems and game mechanics.
 - Built prototype levels to showcase game mechanics.
 - Conducted playtests with target audience and gathered feedback.
 - Compiled music and sound effects into game engine.
- Technology: GameMaker Studio 2, Bitbucket/ Git, SourceTree, Trello, Adobe Illustrator, Adobe Audition.

Djaa | In Pre-Production | [GitHub](#)

- Genre: 2D action-adventure platformer.
- Platform(s): Mobile (Android/ iOS) and PC (Windows/ macOS).
- Client: Kerry O'Neil of Goombucker Creations.
- Purpose: Explore and share aboriginal cultures way of life and wisdom in an engaging interactive way to young audiences (10-17 years of age).
- Role(s): Director, Programmer, Game Designer, Sound Designer.
 - Directed team of two towards game vision and purpose.
 - Designed and built software systems and game mechanics.
 - Built prototype levels to showcase game mechanics.
 - Compiled music and sound effects into game engine.
- Technology: Unity, C#, Visual Studio, GitHub/ Git, Jira, Adobe Photoshop, Adobe Audition, Figma (UML/ CRC).

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[Portfolio](#)

[GitHub](#)

[LinkedIn](#)

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EDUCATION

Bachelor of Design (Game Design)
Major: Games Programming
University of the Sunshine Coast
2022

Year 12
Meridan State College

REFERENCES

Dr Colleen Stieler-Hunt
Course Coordinator, University of the Sunshine Coast
0402 077 108
cstieler@usc.edu.au

Travis Dever
Artist, Team Member
0497 580 166
travispatrickdever@gmail.com

INTERESTS

Technology and creativity

- Programming.
- Game design.

Health and development

- Psychology.
- Self-development.
- Audiobooks.
- Nutrition and cooking.
- Fitness and exercise.
- Meditation.

Leisure

- Travel.
- Cinema.
- Gaming.
- Music.