

JAMIE PASNIN

OBJECTIVE

Technically creative game/ software developer and designer passionate about creating games and software applications to entertain, 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](#)
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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
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Travis Dever
Artist, Team Member
0497 580 166
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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.