# **JAMIE PASNIN**



Technically creative software developer and designer passionate about creating software applications to solve creative problems to enhance human development, lifestyle, and explore perspectives. As a lifelong learner and graduate, I seek this position to enhance my skills and gain professional experience in the industry to achieve a larger impact on communities.

## SKILLSET

Skills		Description
1.	Programming Fundamentals.	<ul> <li>Understand principles and paradigms (design patterns such as OOP).</li> <li>Understand data collection (variables, data types, and data structures).</li> <li>Understand data manipulation (operators, conditionals, and functions).</li> </ul>
2.	Programming Languages.	Proficient in C#.
3.	Project Management.	<ul> <li>Proficient in Version Control (GitHub/ Git).</li> <li>Proficient in Task Tracking (Jira and Trello).</li> <li>Proficient in Agile Methodology (Scrum, Kanban).</li> <li>Experience in UML Diagrams.</li> <li>Proficient in Microsoft Office Suite.</li> </ul>
4.	Application Management.	<ul><li>Proficient in .NET and Visual Studio/ Code.</li><li>Proficient in Unity.</li></ul>
5.	Design.	<ul> <li>Proficient in Adobe Creative Suite         (Photoshop, Illustrator, Premiere, Audition,         InDesign, Acrobat).</li> <li>Understand design elements, principles,         colour theory, and UI/ UX principles.</li> </ul>

## 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 Goombuckar 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 Engineer.
  - Directed team of three towards game vision and purpose.
  - o Designed and built software systems and game mechanics.
  - Built prototype levels to showcase game mechanics.
  - Compiled music and sound effects into game engine.
- Technology: GameMaker Studio 2, Bitbucket/ Git, SourceTree, Trello, Adobe Illustrator, Adobe Audition.

#### Diaa | In Pre-Production | GitHub

- Genre: 2D action-adventure platformer.
- Platform(s): Mobile (Android/ iOS) and PC (Windows/ macOS).
- Client: Kerry O'Neil of Goombuckar Creations.
- Purpose: Explore and share aboriginal cultures way of life and wisdom in an engaging interactive way to young audiences (12-17 years of age).
- Role(s): Director, Programmer, Game Designer, Sound Engineer.
  - o Directed team of three towards game vision and purpose.
  - Designed and built software systems and game mechanics.
- Technology: Unity, C#, Visual Studio, GitHub/ Git, Jira, Adobe Illustrator, Adobe Audition, UML.

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

**Year 12** Meridan State College

### REFERENCES

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



#### Technology and creativity

- Programming.
- 2. Game design.

#### Health and development

- 1. Psychology
- Self-development.
- 3. Audiobooks
- 4. Nutrition and cooking.
- 5. Fitness and exercise.
- Meditation.

#### Leisure

- 1. Trave
- 2. Cinema