JAMIE PASNIN

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SUMMARY

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

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.
  - o Directed team of three towards game vision and purpose.
  - o Designed and built software systems and game mechanics.
  - o Built prototype levels to showcase game mechanics.
  - o 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 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.
  - o Designed and built software systems and game mechanics.
- Technology: Unity, C#, Visual Studio, GitHub/ Git, Jira, Adobe Illustrator, Adobe Audition, UML.

EDUCATION

Bachelor of Design (Game Design)
Minor: 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
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INTERESTS

Technology and creativity
1. Programming.
2. Game design.

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

Leisure
1. Travel.
2. Cinemas.