

# JAMIE PASNIN

## OBJECTIVE

Technically creative software developer and designer passionate about creating software applications to solve creative problems to enhance human development, enrich people's lives, 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 style="list-style-type: none"><li>Understand data collection (variables, data types, and data structures).</li><li>Understand data manipulation (operators, conditionals, and functions).</li><li>Understand principles and paradigms (such as OOP).</li></ul>
2. Programming Languages.	<ul style="list-style-type: none"><li>Proficient in C#.</li></ul>
3. Application Management.	<ul style="list-style-type: none"><li>Proficient in .NET and Visual Studio/ Code.</li><li>Proficient in Unity.</li></ul>
4. Project Management.	<ul style="list-style-type: none"><li>Proficient in Version Control (GitHub, Git).</li><li>Proficient in Task Tracking (Jira, Trello).</li><li>Proficient in Agile Methodology (Scrum, Kanban).</li><li>Proficient in Microsoft Office Suite.</li><li>Experience in UML Diagrams.</li></ul>
5. Design.	<ul style="list-style-type: none"><li>Proficient in game design and UI/ UX design.</li><li>Proficient in Adobe Creative Suite (Photoshop, Illustrator, Premiere, Audition, InDesign, Acrobat).</li><li>Understand design elements, principles, and colour theory.</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 (10-15 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 the target audience.
  - 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 Designer.
  - Directed team of two towards game vision and purpose.
  - Designed and built software systems and game mechanics.
- Technology: Unity, C#, Visual Studio, GitHub/ Git, Jira, Adobe Illustrator, Adobe Photoshop, Adobe Audition, UML.

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[GitHub](#)  
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## EDUCATION

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

- Programming.
- Game design.

### Health and development

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

### Leisure

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