

JAMIE PASNIN

jamiepasnin1@gmail.com
[Portfolio](#)
[GitHub](#)
[LinkedIn](#)
0491 657 077
Gympie, Queensland, 4570

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.	<ul style="list-style-type: none">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.	<ul style="list-style-type: none">Proficient in C#.
3. Project Management.	<ul style="list-style-type: none">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. Application Management.	<ul style="list-style-type: none">Proficient in .NET and Visual Studio/ Code.Proficient in Unity.
5. Design.	<ul style="list-style-type: none">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.
 - Directed team of three 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: 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.
 - 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.

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
0402 077 108
cstieler@usc.edu.au

INTERESTS

- Technology and creativity**
- Programming.
 - Game design.
- Health and development**
- Psychology.
 - Self-development.
 - Audiobooks.
 - Nutrition and cooking.
 - Fitness and exercise.
 - Meditation.
- Leisure**
- Travel.
 - Cinema.