

# JAZMIN FAZZOLARI

## Game Programmer

### CONTACT



contact.jazminf@gmail.com



[jazminfazzolari.com](http://jazminfazzolari.com)



ACT, Australia

### REFERENCES

Provided upon request

### EDUCATION

#### Advanced Diploma of Professional Game Development (Programming)

(10702NAT)

Academy of Interactive Entertainment

ACT, Australia

2021 - 2022

#### Year 12 (VCE) Certificate

Bacchus Marsh Grammar

VIC, Australia

2018

### SKILLS

Boids & Artificial Intelligence  
Technical/graphical art  
Project management  
GUI design & systems

#### Languages

C# and C++  
HTML, CSS, JavaScript

#### Software

Unity Engine  
Version Control (Github, Perforce)  
Trello  
Raylib, OpenGL

#### Soft Skills

Organisation  
Time & stress management  
Adaptable  
Communication  
Solo & collaborative work

### PROFILE

I am a professional game programmer and designer, passionate about applying my skills within the industry. With an interest in specialising in artificial intelligence and technical art.

### PROJECTS

#### The Heart of the Forest [\[Link\]](#)

2.5D Adventure-platformer developed in a team of 13.

##### GUI and Environment Programmer, Project Coordinator

- ◇ Pitching of initial game prototype to class and industry panel
- ◇ Implementing GUI and environment systems
- ◇ Creating and animating GUI elements and functionality
- ◇ Writing and maintaining documentation
- ◇ Encouraging team progress and collaboration
- ◇ Leading stand-ups and documenting discussions within an agile framework
- ◇ Collecting feedback through tests and networking events

#### Fly-High BowFishing (VR) [\[Link\]](#)

VR Fantasy-fishing game developed in a team of nine.

##### Lead Programmer

- ◇ Boid-like artificial intelligence
- ◇ Working with unity and VR
- ◇ Writing and maintaining documentation
- ◇ Creating and implementing GUI elements and functionality

#### Kaida [\[Link\]](#)

Top-down bullet-hell game developed in a team of 13.

##### GUI Programmer, Project Coordinator

- ◇ Creating and animating GUI elements and functionality
- ◇ Audio mixing and systems
- ◇ Level design and set-dressing
- ◇ Hosted meetings and scrums
- ◇ Guided team progress