JAZMIN FAZZOLARI
Game Programmer

CONTACT

✉ contact.jazminf@gmail.com

👤 jazminfazzolari.carrd.co

◎ ACT, Australia

REFERENCES

Provided upon request

EDUCATION

Advanced Diploma of Professional Game Development (Programming)
([10702NAT](10702NAT))

Academy of Interactive Entertainment

ACT, Australia   2021 - 2022

Year 12 (VCE) Certificate

Bacchus Marsh Grammar

VIC, Australia   2018

SKILLS

User Interface design & systems
Audio & sounds
Project management

Languages

C# and C++
HTML, CSS, JavaScript (*Currently learning*)

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

Soft Skills
Organisation
Time & stress management
Adaptable
Communication
Solo & collaborative work

PROFILE

I am a games programming graduate, excited to put my skills to practice within the industry. I'm willing to learn anything and everything about making games, and am prepared to seize any opportunity i can to expand my skills and knowledge!

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 s 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