

Jasmine Stephens

Software and Game Developer

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Project Experience

About Me

I'm an engineer who loves finding simple and innovative solutions to complex problems. I enjoy learning about new technologies, and want to keep growing my skills to be the best developer I can be. I want to work with great people and help make great products!

Portfolio

jasmine.games

Technologies

Unity Game Engine
C#
.Net
React
TypeScript

Technical Skills

Gameplay Programming
UI Programming
Systems Programming
Web Development
Game Design

Education

Neumont University
B.S. in Software and Game Development
Graduated: Sep 2017
GPA: 3.97

A Hat in Time: Vanessa's Curse

Generalist Game Programmer • Self Employed Contractor

Tools: Unreal Engine 3 • UnrealScript

April 2020–Present

- Developed new UI, gameplay and network systems for Vanessa's Curse, the first CreatorDLC for the indie platformer “A Hat in Time”.
- Co-led the project which was published by the development studio, Gears for Breakfast.

Solera DealerSocket

Software Engineer 2 • Tech Lead

Tools: C# • .Net • React • TypeScript

September 2017–October 2021

- Built new core features and enhancements for DealerSocket's Automotive CRM application.
- Re-architected and rebuilt old features in modern technologies.
- Resolved hundreds of pre-existing defects to maintain quality.

International Game Technology

June 2017–September 2017

Game Tools Engineer • Internship

Tools: Unity Engine • C# • .Net

- Created editor Scripts to help artist streamline UI Creation.
- Built a tool that allows artists to import Word documents into Unity, and convert them to UI game objects for Game Rules Screens.

Boom Startup

Software Engineer • Internship

Tools: JavaScript • PHP

January 2017–March 2017

- Added various new features to Boom Startup's online startup mentorship application.
- Identified and fixed bugs and issues.

Burst Fighters - Neumont University

Generalist Programmer • Internship

Tools: Unity Engine • C# • .Net

May 2017–June 2017

- Implemented core gameplay systems for a mobile physics-based action RPG.
- Designed over 15 custom levels.