



# Jasmine Stephens

Software & Game Developer



She/They



Draper, Utah



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<https://jasmine.games/>

## Skills

Web Development  
UI Programming  
Gameplay Programming

## Languages

C#  
.Net  
JavaScript  
React  
C++

## Tools

Unity Game Engine  
Unreal Game Engine  
Visual Studio

## Experience

### September 2017–Present

Software Engineer 2 • Tech Lead • DealerSocket

Tools: C# • .Net • React • TypeScript

- Building new core features and enhancements for DealerSocket's Automotive CRM application.
- Rearchitecting and rebuilding older features in modern technologies.
- Resolving hundreds of pre-existing defects to maintain quality.

### September 2021–Present

Generalist Programmer • Contractor • Unannounced Project

Tools: Unreal Engine • UnrealScript

- Developing UI and Gameplay Systems for an unannounced indie game project.

### June 2017–September 2017

Game Tools Engineer • Internship • IGT

Tools: Unity Engine • C# • .Net

- Building a tool that allows artists to import Word documents into Unity, and convert them to UI game objects for Game Rules Screens.

### January 2017–March 2017

Software Engineer • Internship • Boom Startup

Tools: JavaScript • PHP

- Fixing defects and adding various enhancements to Boom Startup's startup mentorship application.

### May 2017–June 2017

Generalist Programmer • Internship • Neumont University

Tools: Unity Engine • C# • .Net

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

## Education

2014–2017

Neumont College of Computer Science, SLC Utah

- BS in Software & Game Development Program, 3.97 GPA

