



Jasmine Stephens

Software & Game Developer



She/They



Draper, Utah



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Skills

Web Development
UI Programming
Gameplay Programming

Languages

C#
.Net
JavaScript
React
C++

Tools

Unity Game Engine
Unreal Game Engine
Visual Studio

Experience

April 2020–Present

Generalist Game Programmer • Contractor • Freelance, Self Employed
Tools: Unreal Engine 3 • UnrealScript

- Developing new UI, gameplay and network systems for Vanessa's Curse, the first CreatorDLC for the indie 3d platformer, A Hat in Time.
- Co-led the project which eventually partnered with development studio, Gears for Breakfast.

September 2017–October 2021

Software Engineer 2 • Tech Lead • Solera DealerSocket

Tools: C# • .Net • React • TypeScript

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

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

