Jasmine Stephens
Software and Game Developer

jasminegamedev@gmail.com - linkedin.com/in/j-stephens - Draper, Utah – She/They

Project Experience

About Me

I'm an engineer who loves finding simple and innovative solutions to complex problems. I enjoy learning 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
Unreal Engine 3
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   April 2020–Present

Lead Game Programmer • Self Employed Contractor
Tools: Unreal Engine 3 • UnrealScript

- Lead programmer on Vanessa's Curse, an officially published DLC for the indie platformer "A Hat in Time"; the end result was distributed by the game's developer, Gears for Breakfast.
- Developed networked gameplay systems, custom User Interfaces, and other new features to ship a unique multiplayer experience for this game.
- Worked closely with designers and artists to create custom collectibles, menus, and new level design tools to aid in creation of this game mode.

Solera DealerSocket   September 2017–October 2021

Software Engineer 2 • Tech Lead
Tools: C# • .Net • React • TypeScript • MS SQL

- Led a team of engineers in a project to re-architect and replace legacy Flash applications with a modern React frontend to beat Flash's deprecation.
- Created new User Interfaces, REST APIs, and web services to power DealerSocket's CRM applications.
- Worked with a team of designers, product owners and QA analysts to build new features based on provided specifications, within given deadlines.

International Game Technology   June 2017–September 2017

Game Tools Engineer • Internship
Tools: Unity Engine • C# • .Net

- Developed a tool that allows artists to import Microsoft Word documents into Unity, and convert them to UI game objects for Game Rules Screens.
- Created custom Unity editor scripts and a custom pipeline to parse data and images from documents, and customize how they display that data in Unity.
- Worked with a team of developers and artists to develop this tool based on given specifications.

Boom Startup   January 2017–March 2017

Software Engineer • Internship
Tools: JavaScript • PHP

- Developed and improved Boom Startup's online startup mentorship platform.
- Investigated and resolved dozens of legacy defects to improve product quality.
- Worked with executives other developers to add various new features and enhancements to Boom Startup's web applications.

Burst Fighters – Neumont University   May 2017–June 2017

Generalist Programmer, Level Designer • Internship
Tools: Unity Engine • C# • .Net

- Worked with a team of designers and engineers to design, develop, and publish a mobile physics-based action RPG called "Burst Fighters".
- Implemented core gameplay systems and much of the UI for this project. I also designed over 15 of the game's unique level arenas.