Jimmy Dugandzic

Game Designer | Programmer

Contact Info

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Summary

Game Designer that focuses on various programming aspects, with 3+ years of experience using C#, C++, CSS, HTML, Java, Unity & Unreal Game Engine. Completed a UI/UX Minor. Loves to create exciting and satisfying systems for players to enjoy!

Skills

Technical Skills

- Visual Studios | C++ | Blueprints | C# | CSS & HTML | IntelliJ IDEA | Java (Eclipse) | FMOD | GitHub | Diversion | Jira | Discord | Slack

Design Skills

- Mechanics & Gameplay Design | Character Movement | Player Combat Systems | Team Leadership | Adobe Suite | Visual Design Documents | FMOD Studios

Game Engines

- Unity Game Engine | Unreal Game Engine

Projects

Kaiju Konstruction (Programming Team Lead) - Jan. 2026 to May 2026

- Worked on a 13-person team to create a 3 minute VR/Arcade experience as Programming Team Lead.
- Created programing tasks for the project, helped out other programmers when needed, managed GitHub requests and issues, created dual audio systems, Integrated FMOD into the project, made and tested weekly playable builds.
- Increased management skills as a lead and gained an insight to proper industry standard workflow and management software.
- Focused on the backend work for the project and learned new systems such as FMOD in Unity and its functionality.

Free Flight (Programmer) - Mar. 2025 to May 2025

- Worked on a 8-person team to create a 3D flight simulation game prototype.
- Focused primarily on implementing the plane’s movement system using Blueprints, and also designed visual effects for the plane.
- First project made in Unreal Engine 5. Gained a lot more knowledge on different coding languages and practices, as well as collaborating with others in similar disciplines on a bigger team.

SoundBound (Programmer/ Level Designer) - Aug 2024 to Dec 2024

- Worked on a 4-person team to create a 2D Platformer.
- Contributed to a wide range of systems including checkpoints, level design, player movement, animal behaviors, death states, Cinemachine, and sound implementation and more.
- Gained knowledge on GitHub and management software more inadeptly and advanced technical and design skills.

Work Experience

Virginius H. Chase Special Collections Center (Student Worker) - Nov. 2024 to Present

- Working part-time at Special Collections Center, Bradley University. Currently tasked with a project that goes through old media and downloads DVDs to become localized in the schools system.
- Gained experience with organizing, cataloging, and working with an excess amounts of materials such as books, DVDs, various artifacts, and other library attendant duties.
- Gained knowledge in various software's such as Excel, Google Drive, HandBrake, etc.

Education

Bradley University, Peoria IL

Expected Graduation

May 2027

- Bachelor of Science, Game Design
- Minor in UI/UX