Jimmy Dugandzic

Game Designer | Programmer

Contact Info

(708) 701-3657

JimmyJDugandzic@gmail.com

JJDPortfollio.com

Summary

Jimmy Dugandzic is a Game Designer that focuses on programming, with 3 years of experience using C#, C++, CSS, HTML, Java, Unity & Unreal Game Engine. He also is working towards completing a minor for UI/UX. He loves to create exciting and satisfying systems for players to enjoy! He is currently hard at work on his Senior Capstone Project!

Skills

Technical Skills

- Visual Studios | C++ | C# | CSS & HTML | Java (Eclipse)

Design Skills

- Mechanics & Gameplay Design | Character Movement | Player Combat Systems | Adobe Suite | Visual Design Documents

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.
- Took on the role as the Programming Team Lead. Was in charge of creating Programing tasks, creating dual audio systems, Integrating FMOD into the project, making and testing weekly playable builds, All this while having to manage the Programming Team members.
- Working as a lead and managing others in his field has helped him increase his management skills and as well as having an insight to proper industry standard workflow and management software. Being a lead also allowed him to focus on the backend work for the project and learn 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 worked on visual effects like the wind trail behind the plane.
- First project made in Unreal Engine 5. Gained a lot more knowledge on different coding languages and practices, as well as working with other people 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.
- First time working on a project others. Gained knowledge on working with github and management software more inadeptly.
- In addition to further advancing his own technical and designer skills.

Work Experience

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

- Working part-time at the Special Collections Agency located in Bradley Universities library and is currently working on an employee project going through old media and downloading DVDs to become localized to 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 to aid with his daily work such as Excel, Google Drive, HandBrake, etc.

Education

Bradley University, Peoria IL — **Expected Graduation**

- Bachelors of Science, Game Design — May 2027