

Jet Simon

Web & Game Developer / General Maker of Things

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Located in Vancouver, BC. Proud 1GAM Completionist

Skills: C#, Unity, Java, Python, Vue, Javascript, Node.js, Express, React, Vanilla Web Stack

Previous Personal Projects

[7 Second Haircuts](#) - Hectic barber simulation game about cutting hair very quickly. - 2021

- Made using Unity (C#), Aseprite for art, and FLStudio.
- Made in 4 days for a game jam.
- Reached **#6th most popular** web game on itch.io, **20000+ plays**, reviewed on gaming sites.

[Office Kiss: Edge of Humanity](#) - Kissing transforms you. Cookie clicker but weirder/scarier - 2021

- Made using Unity (C#), Aseprite for art, and FLStudio.
- Made in 3 days for VimJam 2 game jam.
- Popular with indie horror youtubers. Has over **200k views** on youtube

Relevant Work Experience

Software Developer at [Hololabs](#)

2022 - Present

- Developed AR mobile merge game *Sky Haven* using Unity with C#
- Responsible for in-game tutorials and implementing new UI popups and other UI elements
- Developed multiplayer VR ghost hunting game *Phantasms* using Unreal Engine
- Responsible for VR UI and generalist programming

Software Development Intern at [Unity Technologies](#)

2022

- Worked in a team to create a social media augmented reality app using Unity and ARKit.
- Followed design specifications while implementing augmented reality UI elements (floating icons, pop ups, etc).
- Implemented interactive triggers for users to interact with AR scene elements while recording videos.
- Took on tech debt and wrote unit tests

Web Developer at [4Cats Arts Studio](#)

2019 to 2022

- Maintained a Wordpress site and added additional functionality using Javascript and CSS
- Helped prototype an online learning service with SCORM integration using Unity and C#
- Improved throughput by automating tedious day to day tasks using Python scripts

School

Langara College - Associates in Computer Science

2020 to 2021

Transferred to SFU with 4.03 GPA

Simon Fraser University - Bachelors in Computer Science

2021 to present

References

Ryan Cramer - Senior Manager, Software Development - Unity Technologies - 778-827-1069

Dave Irons - Senior Software Engineer - Unity Technologies - david.g.irons@gmail.com