

Web & Game Developer / General Maker of Things jetsimon.com | 250-880-4881 | <u>github.com/JetSimon</u> | <u>jetjdsimon@gmail.com</u> Located in Vancouver, BC. Proud 1GAM Completionist

Skills: C#, Java, Python, Javascript, React, Vue, SQL, Node.js, MongoDB, HTML, CSS, Svelte, Firebase

# Previous Personal Projects

#### Subanagrams - 2023

- A word game similar to Wordle or Spelling Bee. Find all the subanagrams of a word every day.
- A small but dedicated user base.

#### Jet's TCT Mod Tool - 2023

- Web-based modding tool for niche web game The Campaign Trail
- Allows the user to load in JSON formatted mod files and edit them in an easy to use interface. Saves a lot of time from the previous method of editing the JSON by hand.
- 500 users per month
- Made using Vue 2 and Tailwind.

### Campaign Trail Showcase - 2023

- An open source website I developed that allows users to play mods for The Campaign Trail.
- 7k-12k monthly users on average.
- Uses vanilla webstack (because it is a fork of the original website) as well as talks to a MongoDB server to update
  mod play counts and favourites.

# Relevant Work Experience

## Software Developer at Hololabs

2022 - Present

- Developed multiplayer VR ghost hunting game Phantasms using Unreal Engine
- Responsible for VR UI and generalist programming
- Created Unity project & web app for interactive art installation Glowshrooms. Web app was made using Svelte and Firebase.

## **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, popups, 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

Transferred to SFU with 4.03 GPA

Simon Fraser University - Bachelors in Computer Science

2020 to 2021

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