Jon Colverson

Software Developer

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Summary

I'm a generalist programmer/video game developer looking to branch out into other (socially impactful) software areas.

Projects

Video Conversion Toggler
January — February 2016

An app for Apple TV and other Apple platforms for configuring a setting on Denon and Marantz AV receivers

Developed mainly as a learning project for getting to know Swift and Cocoa

Builds from one codebase for all Apple platforms

Tech: Swift, iOS, OS X, tvOS, watchOS
Source: https://github.com/JJC1138/video-conversion-toggler

staticwebsync
Starting October 2010

An open-source tool for web developers that dramatically simplifies the process of setting up static web site hosting on Amazon Web Services' S3 and CloudFront

Tech: Python, boto3, Amazon Web Services
Info/source: https://github.com/JJC1138/staticwebsync

JJC1138.net
Starting October 2010

My simple personal web site that I use as a playground for trying out new web technologies

Current tech: ES2015 JavaScript via Babel, webpack, whatwg/fetch, jQuery, Travis CI, Typekit, Flickr API, ESLint, staticwebsync
Source: https://github.com/JJC1138/web

Stick 'Em Up 2 (PC and mobile port)
June 2013 — July 2015

A remake of the game almost from scratch in Unity, and ported to Windows, Mac, Linux, iOS, and Android with network support and a robust input system simultaneously supporting any combination of controllers, keyboard/mouse, and on-screen touch controls

Tech: Unity, C#, Steamworks, iCloud, Google Play Game Services
Trailer: https://www.youtube.com/watch?v=gJPq5DjtZOc *(0:29)*

Mesh Explosion

A library for creating real-time explosions in Unity games

Average customer review rating: ⭐⭐⭐⭐⭐

Tech: Unity, C#
Info/reviews: https://www.assetstore.unity3d.com/en/#!/content/5471
Demo screencast: http://www.youtube.com/watch?v=XHxcXWoRxkE *(5:47)*

Stick 'Em Up 2: Paper Adventures

April 2010 – October 2011

Xbox 360 platform/run'n'gun game sequel with significantly upgraded graphics

Sold over 47,000 copies

Tech: XNA, C#, Xbox 360
Trailer: https://www.youtube.com/watch?v=jHRmY51FAl4 *(1:15)*

Stick 'Em Up

January – April 2010

Xbox 360 platform/run'n'gun game with 4-player co-op and versus modes

Tech: XNA, C#, Xbox 360
Trailer: https://www.youtube.com/watch?v=_K7oAmImVmo *(0:55)*

Wand Master

March – June 2009

An Android game of casting spells against magical monsters

Included internet high score system built with Python on Google App Engine/Cloud Datastore

Tech: Android, Java, OpenGL ES, Python, App Engine
Info: http://www.jjcgames.com/wandmaster/

Air Hockey

December 2008 – February 2009

Android game, launched on first day that paid app market was available

Over 1.7 million downloads of free version

Tech: Android, Java, OpenGL ES
Info: http://www.jjcgames.com/airhockey/
Trailer: https://www.youtube.com/watch?v=UFL_ptqAw90 *(0:41)*

nanoTweeter

Starting November 2008

An extremely minimalist open source Twitter client for Android, and the first one that supported the Android notification system

Tech: Android, Java
Info/source: https://github.com/JJC1138/nanoTweeter

Scrobble Droid

The first ever Last.fm client for Android

Open source

Over 190,000 downloads

Tech: Android, Java
Info/source: https://github.com/JJC1138/scrobbledroid

PayAsYouPlay.org

A pay-by-the-hour game server hosting service essentially reselling EC2 server rental with a consumer-friendly retail front-end

Tech: Python, Django, EC2, PostgreSQL, JavaScript, PayPal API
Demo screencast: https://www.youtube.com/watch?v=R4tUJ1_lKbY *(1:03)*

Experience

Game Developer, Never Don't Play (Founder)

Developed games for Xbox 360, PC, iOS, Android, Mac, and Linux

Collaborated with artists and occasionally with another programmer

Ran user playtests to test usability

Did marketing, PR, and art and sound direction

Freelance Programmer   November 2006 — October 2010

Various system administration odd jobs, bug fixing, and
software projects including a video ringtone app, a map-
based prototype taxi booking app, and a service fleet
management app

Achieved perfect 5.0 feedback rating over 51 jobs with
reviews including:

'The only fitting description is "Above and beyond the call of
duty"'

'excellent, clean code. super responsive and intuitive. hope I can
work with him again.'

'Jon was a pleasure to work with. He did an awesome job and I
highly recommend him for your next project!'

'I'd give Jon an 11 if I could. If you need any Amazon EC2 or
Python work, this is your coder! Best experience on VWorker so
far!'

'Went out of his way to complete the work with the utmost quality.
Excellent communication throughout and had an excellent grasp of
all requirements. Highly recommended.'

'A great programmer to work with. Excellent communication and very
professional work. Exceeded my expectations.'

'Excellent work, excellent communication. Terrific to work with.'

'Outstanding work. Above and beyond the call of duty in my opinion.
I would use this person again!'

'Excellent work and extremely responsive. A true pleasure.'

'Wow. Jon really went over and above the call of duty this time. I
can't say thanks enough.'

Tech: PHP, JavaScript, C, EC2, Linux admin, Python, Windows, Android,
Java, WordPress
Client reviews: https://www.freelancer.ctom/u/jjc1138.html#/reviews

Education

BSc Computer Science, University of Southampton   2001 — 2004

Volunteering

Campaigning, Local political party   March 2014 — May 2015

Helped with canvassing and get-out-the-vote operations,
and filmed and edited a series of campaign videos for our
local party candidate

Web Developer, Out4Marriage   August 2013

Converted the successful Out4Marriage Lobby a Lord site
that helped users to lobby the members of the House of
Lords into the Out4Russia site that helped users lobby
leaders of G20 countries to apply pressure to Russia on
its LGBT rights record