Jesse Fryer

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EDUCATION

University of Queensland   2024

Bachelor's of Computer Science (Programming Languages Major), GPA: 5.375

PROFESSIONAL EXPERIENCE

Taggart Tutors, Grange   Current
Mathematics Tutor

- Worked with a wide range of students which has developed my interpersonal skills
- Broke complex topics down into smaller problems which students can understand easily

Bottlemart, Stones Corner / Highgate Hill / Balmoral   3 years
Retail Assistant

- Provided high quality customer service across multiple locations and demographics of customers
- Developed a high level of responsibility and decision making through running the shops alone

Freelance Web Development, Brisbane   2 months
Full stack web developer

- Developed a full stack website for a local artist featuring an admin portal to add/edit/delete content
- Integrated a React frontend with a Supabase backend.
- Transformed the client's wants/needs into an aesthetic and functional website to convert sales of available artworks and provide a seamless way to edit content on the site.

PROJECTS & EXTRACURRICULAR

2D Game Engine in C
- Developed a library of low-level game systems in C and OpenGL
- Systems include a particle system, sprite-renderer, animation system, text-renderer, camera system
- Developed a matrix/vector math library to facilitate camera transforms and game logic.

Height Perceptions VR Experience, University Capstone Project
- Created stylized 3D game optimized assets in Blender for a Unity VR application.
- Applied previously gained experience in computer graphics through OpenGL to understand and learn asset creation quickly to teach other artists on the team.
- Generated comprehensive documentation of an asset creation workflow to streamline the creation of completely bespoke assets for the experience

SKILLS

Programming languages: JavaScript, TypeScript, PHP, Kotlin, C, C++, Python, Java, C#, Haskell

Technologies/Frameworks Git/GitHub, Docker, React, Next.js, OpenGL/WebGL, REST APIs

Languages: English