

# Jet Simon

Web & Game Developer / General Maker of Things

[jetsimon.com](https://jetsimon.com) | 250-880-4881 | [github.com/JetSimon](https://github.com/JetSimon) | [jetjdsimon@gmail.com](mailto:jetjdsimon@gmail.com)

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

- Helped develop AR mobile merging game *Sky Haven* using Unity
- Created, maintained, and refactored many UI elements and systems
- In charge of the “creature reveal” overhaul. Integrated disparate systems and polished.

### 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.
- Wrote unit testing utilities that allowed us to write tests with less boilerplate code.
- Later on moved to the Templates team. Wrote technical proposals and implemented foundational architecture for modular gameplay systems.

### Web Developer at 4Cats Arts Studio

2019 to 2022

- Maintained a wordpress site along with custom JS and CSS code
- Helped create an online learning service with SCORM integration using Unity and C#
- Streamlined and automated tedious day to day tasks using Python

## School

Langara College - Associates in Computer Science

2020 to 2021

*Transferred to SFU with 4.03 GPA*

Simon Fraser University - Bachelor 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.iron@gmail.com](mailto:david.g.iron@gmail.com)