

# 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 with C#
- Refactored and maintained in game tutorial system, made it modular and reusable for fast turnaround
- Worked with the art team to integrate UI elements as per specifications and polished those elements to feel as smooth as possible.
- Helped develop tooling to make asset updates painless

**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.irons@gmail.com