

# Jet Simon

Web & Game Developer / General Maker of Things

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Located in Vancouver, BC. Proud 1GAM Completionist

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

## Projects

### Soundtrackify - 2024

- Takes your Spotify playlists and creates the fictional movie they would be the soundtrack for!
- React + TS frontend, Express backend.
- Uses Spotify Web API to get user data and lookup playlists
- Uses OpenAI API to create the outlines of movies from the playlist data

### 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.
- **12k-15k 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

- Created Unity project & web app for interactive art installation Glowshrooms. Web app was made using Svelte and Firebase.
- Later refactored Glowshrooms to use React and Express with Socket.IO to increase responsiveness and maintainability.
- UI and tutorials on mobile merge game Skyhaven.
- Used Unreal, Unity, and web technologies to create interactive LBE installations around the city of Victoria.

### 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.
- Tackled 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

2020 to 2021

*Transferred to SFU with 4.03 GPA*

Simon Fraser University - Bachelors in Computer Science

2021 to 2024

*Graduated honours with distinction (3.7 GPA)*

## References

Ryan Cramer - Senior Manager, Software Development - Unity Technologies - 778-827-1069

Dave Irons - Senior Software Engineer - Unity Technologies - david.g.irons@gmail.com