

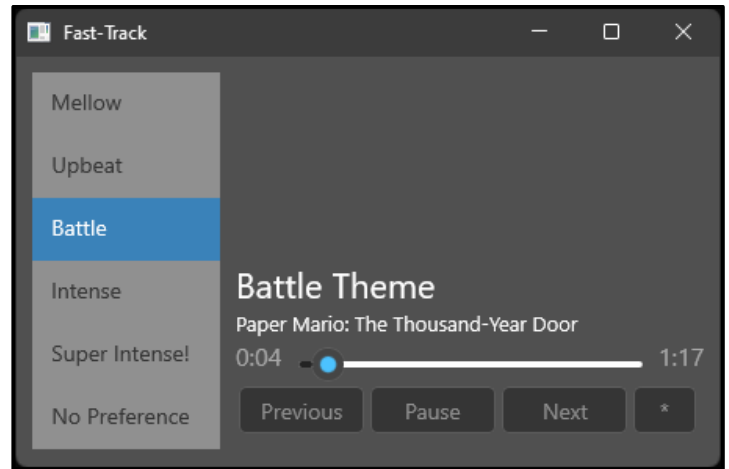
Jac Chambers

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Fast-Track

WinUI (C#, XAML) – 2022

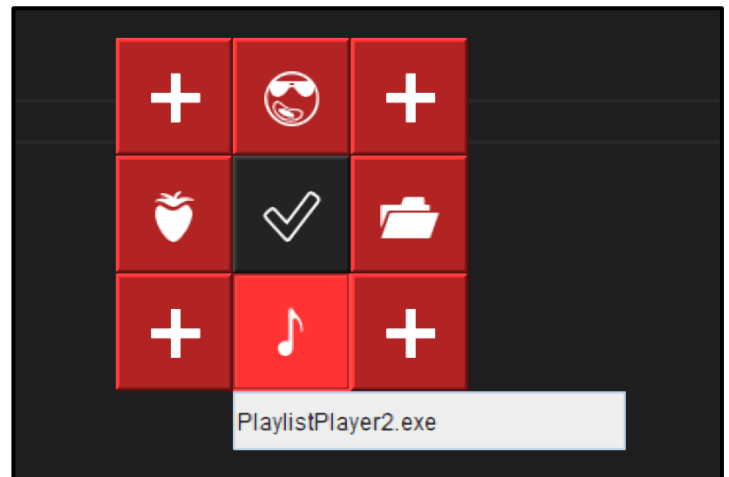
Fast-Track was my first large-scale project I ever coded. It is capable of loading and playing songs in a much more stable manner than the default Windows Media Player. This project was the first of many applications that I would eventually develop in WinUI.



Yoodle

Java – 2023

Once I finished the first implementation of Fast-Track, I needed a way to launch it. So, I implemented a quick access menu with a radial array of buttons capable of launching files on the user's computer. I made this menu summonable at any time by pressing the backtick key (`).



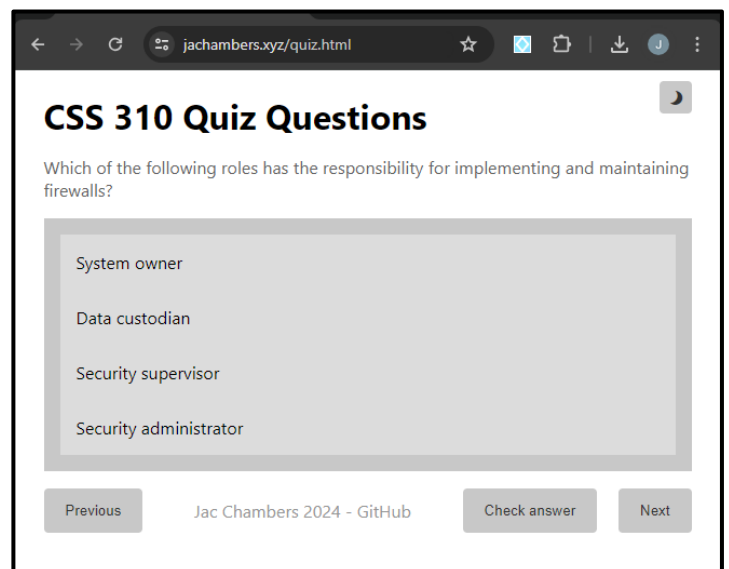
Jachambers.xyz/quiz

HTML/CSS, JS, Json – 2024

This web application has been used extensively by many members of my class; it allows students to study material for CSS 310: Information Assurance and Cybersecurity in an interactive manner.

Hosted using GitHub Pages, you can view the application (recently updated with both dark and light mode) here:

<https://jachambers.xyz/quiz.html>.



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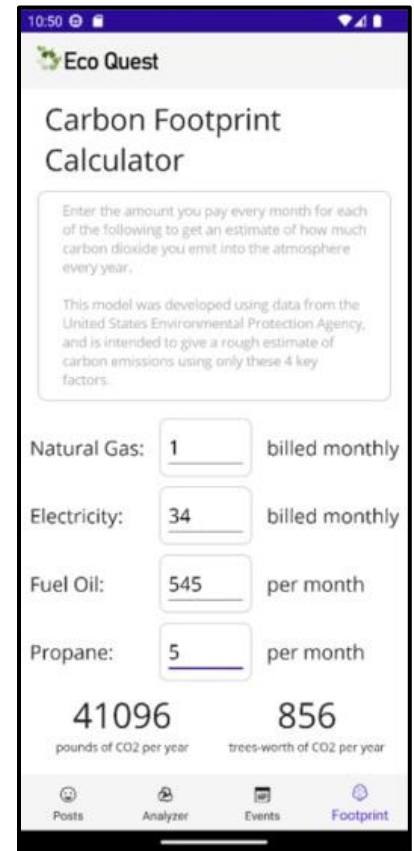
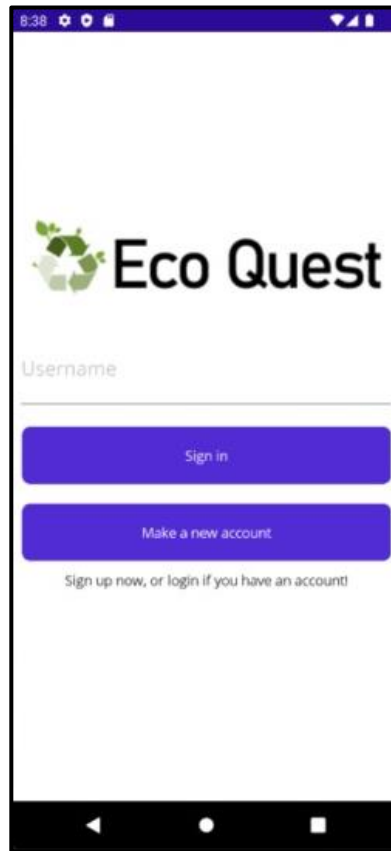
Eco Quest

.NET MAUI (C#, XAML) – 2023

Eco Quest is an AI garbage recognition system with a carbon footprint calculator and social media message board.

This was a hackathon project that I partnered with a colleague on for the 2023 UWB Hacks in Person event.

I spearheaded the front-end development of all five screens within the app, focusing on ease of use, readability, and user workflow through all pages.



Mapper

Figma – 2024

Using what I learned in CSS 478, I decided to use Figma to mockup the User Interface for my submission in the UWB Hacks AI Hackathon.

This helped my group theory-craft what we wanted the end user interface to look like without having to spend valuable hackathon time developing a wireframe using code, which aided in the identification of possible workflow issues early in development.



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Immordle

.NET MAUI (C#, XAML) – 2023

I worked at Thinkman Games from June until August of 2023, where I developed the background for the mobile game Immordle.

Specifically, I designed and implemented the unique “parallax” effect, where the background image moves as the user rotates the phone in their hand, adding visual interest to the previously static image.

This design was improved countless times throughout the process of Evolutionary Prototyping. Finding the right strength of parallax and how it rotated different elements took weeks to refine, and I sincerely enjoyed the steady, continuous progress toward the perfect design.

I got to learn about many different aspects of .NET MAUI as well as the general agile development lifecycle throughout the development of Immordle. We experimented with many approaches to providing the parallax effect; ultimately, the best result was achieved through the application of .NET MAUI’s OrientationSensor, using values in the form of Quaternions.



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Final Grade Calculator

HTML/CSS, JS, Json – 2024

After finding my grade by hand every time a new assignment grade was released, I decided to simply make an application for my entire class to use to calculate their grades automatically.

Calculating one's grade on paper took about 5 minutes, but with my website, it could be accomplished in less than 20 seconds.

Multiple students approached me after I released the Final Grade Calculator, thanking me for easing their nerves concerning the upcoming Final Exam.

As for the user interface, I opted for a simple page that can be tabbed through with ease. Grades can easily be adjusted through HTML number input elements.

The screenshot shows a web browser window with the title 'Final Grade Calculator'. The address bar shows the URL 'jachambers.xyz/finalgradedcalculator.html'. The page content is as follows:

Final Grade Calculator

This webpage calculate your final grade for CSS 343 with Professor Zander. View the source code [here](#). Zeros will be automatically ignored.

Base Programs

- Program 1 (/30)	<input type="text" value="30"/>
- Program 2 (/30)	<input type="text" value="28"/>
- Program 3 (/30)	<input type="text" value="30"/>
- Program 4 Design (/30)	<input type="text" value="25"/>
- Program 4 Implementation (/50)	<input type="text" value="45"/>

Program Additions

- Program 2 Part 2 (/5)	<input type="text" value="5"/>
- In-Class UML Garage Exercise (/5)	<input type="text" value="5"/>
- Program 4 Group Feedback (/5)	<input type="text" value="5"/>

Exams

- Midterm Exam (/100%)	<input type="text" value="85"/>
- Final Exam (/100%)	<input type="text" value="90"/>

89.79%

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UW Course Compass

WinUI (C# and XAML) – 2024

Although still early in development, I believe this will be my largest project to date. It allows the user to view their Canvas assignments across all courses in a much more effective manner than the existing implementation that Canvas uses. In future developments, I will allow for users to edit assignments (name, due date, in case of corrections that have not been updated in Canvas), add their own assignments (course readings), as well as see a calendar view and “Next 7 Days” view.

