

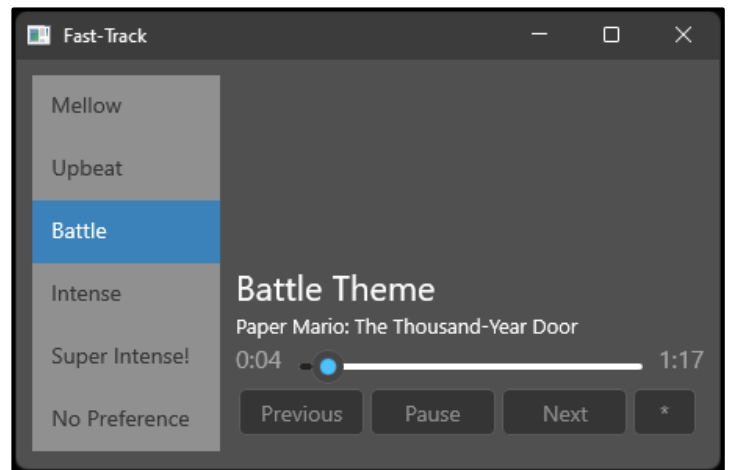
Jac Chambers

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Fast-Track

WinUI (C#, XAML) – 2022

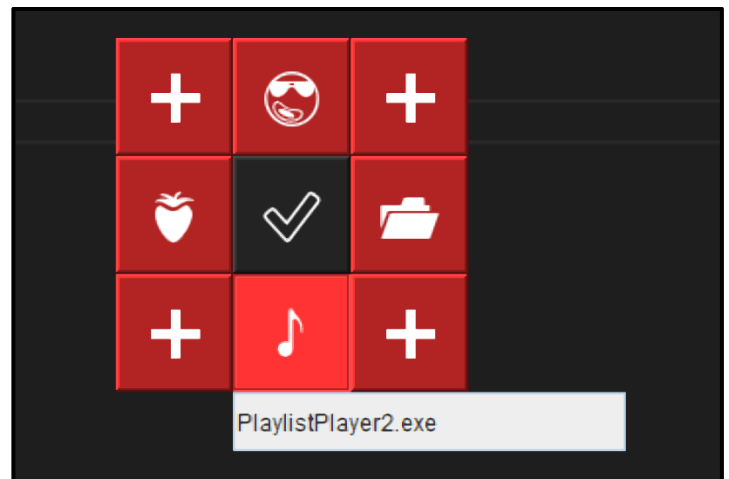
Fast-Track was my large-scale project I ever coded. Fast-Track is capable of loading and playing songs in a much more stable manner than the default Windows Media Player. This project was the first of many applications that I would eventually develop in WinUI.



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: `.



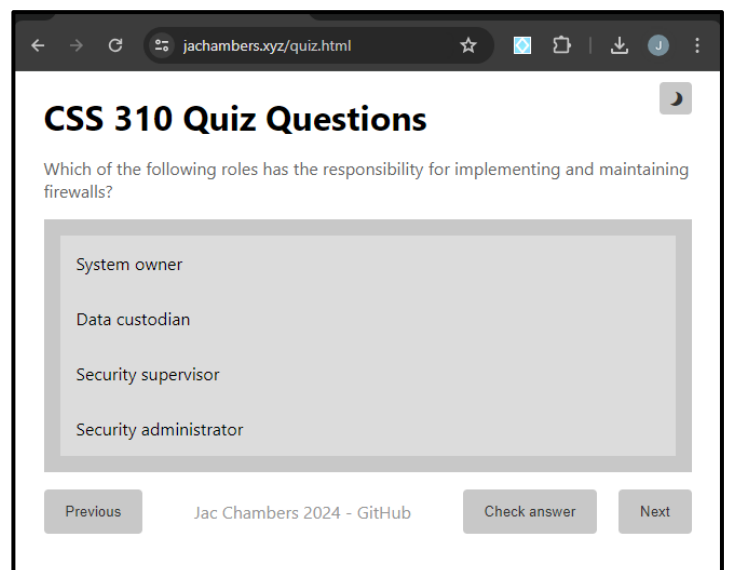
Jachambers.xyz/quiz

HTML/CSS, JS, Json – 2024

This web application has been used extensively by all 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 here:

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



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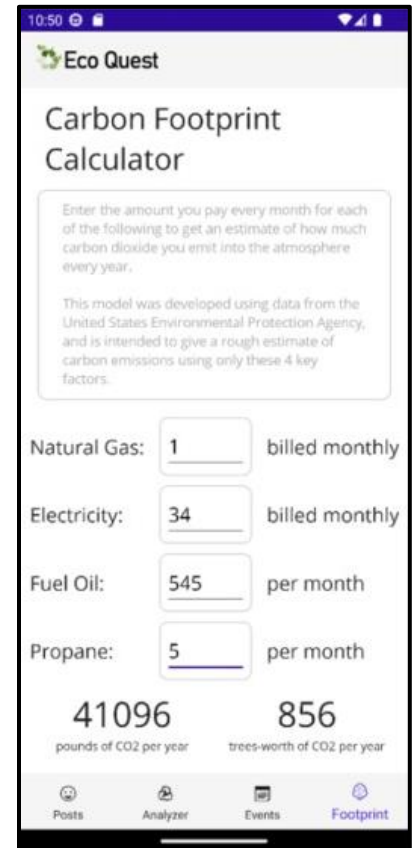
Eco Quest

.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 associated with 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 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 helped identify possible issues with user workflow early in development.



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Immordle

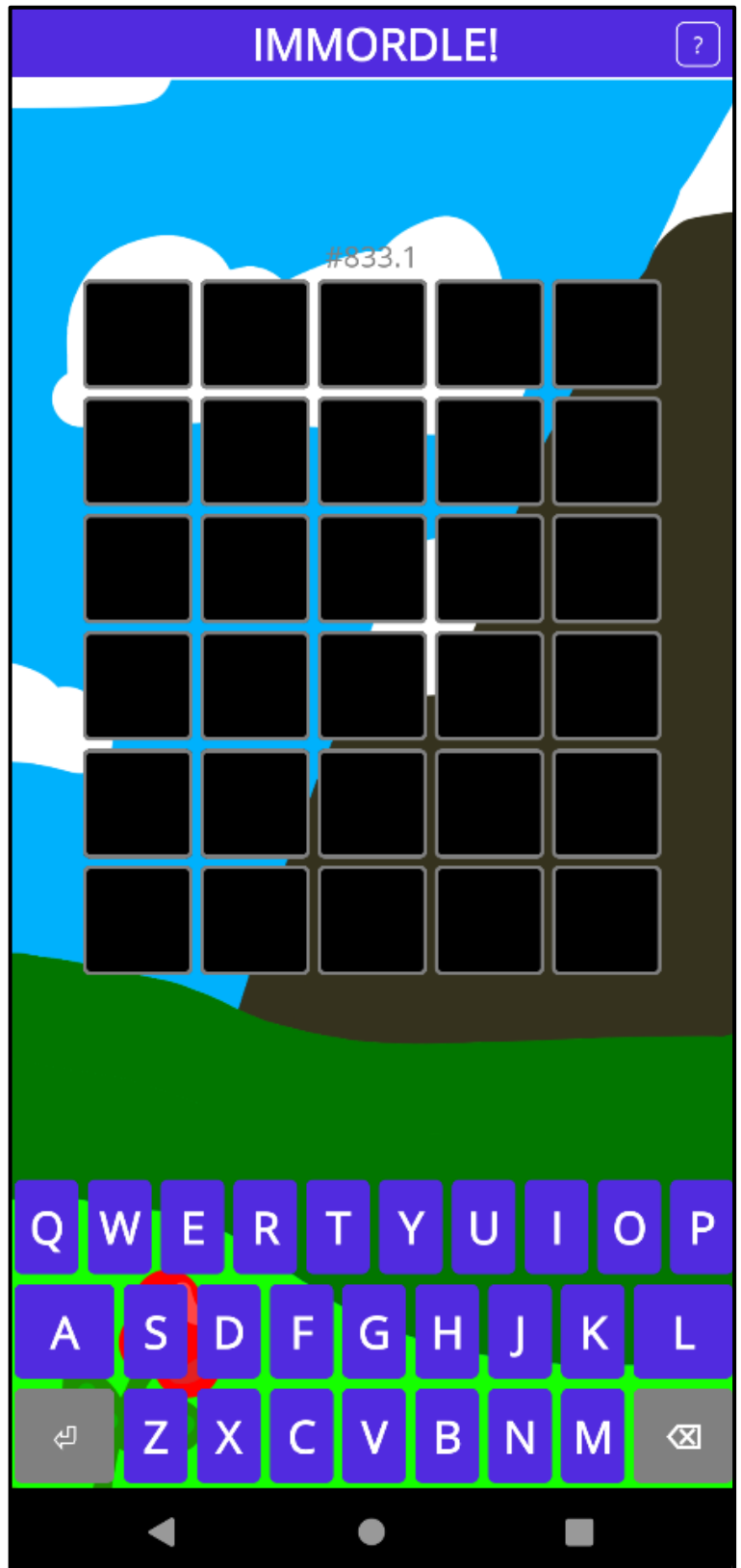
.NET MAUI (C#, XAML) – 2023

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, how it rotated different elements, along with other factors 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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UW Canvas Planner

WinUI (C# and XAML) – 2024

Although still early in development, I believe this will be my largest scale 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.

The screenshot displays the UW Canvas Planner application. On the left is a dark sidebar with a navigation menu containing icons and labels for Home, Planning, Schedule, Calendar, Classes, Cybersecurity, Artificial Intelligence, Usability and UX, About, Update Classes, and Settings. The main content area has a dark background and features a title 'Here are your assignments for the next 5 days:' with a blue progress bar. Below the title are four assignment cards, each with a date, day of the week, time, course name, and description. The first card is for May 7 (TUE) at 11:59 PM, titled 'Quiz 5 - Chapter 2 and Chapter 11: Usability Tests'. The second card is for May 8 (WED) at 11:59 PM, titled 'Week 7 Discussion: Examples of Better Practices for Transparent Language in UX Conversation Starter'. The third card is for May 9 (THU) at 11:59 PM, titled 'CSS-310 MID TERM: Your Group's innovation with Assignments 1-4 as a guide.'. The fourth card is for May 10 (FRI) at 12:30 PM, titled 'CSS-310 QUIZ-2'. Each card has a play button icon on the right side.

Here are your assignments for the next 5 days:

Date	Day	Time	Course	Description
May 7	TUE	Tomorrow 11:59 PM	Usability And User-Centered Design	Quiz 5 - Chapter 2 and Chapter 11: Usability Tests No description provided.
May 8	WED	2 days 11:59 PM	Usability And User-Centered Design	Week 7 Discussion: Examples of Better Practices for Transparent Language in UX Conversation Starter Two common strategies used by UX designers to identify better practices for design are 1) relying on existing design principles (e.g. Design Heuristics) and Competitive Analysis that "benchmarks" related design alternatives. Unfortunately, these strategies may be less effective for finding alternatives to UX Dark Patterns since even industry leaders in many domains currently engage in them. Since we have already explored the several UI Design Heuristics, the goal of this exercise is to surface several examples of transparency in language either around privacy, data usage, terms of service, pricing, other other problematic language we've identified so far in the examples we've uncovered related to UX Dark Patterns. Please skim this advice from Neilson Norman on plain language in UX, then find one or more
May 9	THU	3 days 11:59 PM	Information Assurance And Cybersecurity	CSS-310 MID TERM: Your Group's innovation with Assignments 1-4 as a guide. Create a recording of the summary of Assignments 1-4. Eight to ten minutes per team. Combine Assignments 1-4 (CyberRisk, OSI Stack, Encryption, VPN & Firewall, Network Security) -- using the company innovations as a guide, build an innovation for your group using your own creativity and technical background. For each area, focus on two things (1 point each): a. What is your group's innovation? Use the 4 assignments, add your teams creativity and tech skills to propose a new idea. b. In the intro, answer the question: How does this affect Cybersecurity process? More charts and less text is helpful! List References and URLs. TEMPLATE: UWB-CSS-310_MIDTERM_Template-1.pptx PEER REVIEW: 9 points -- 10pts per peer review. (9 reviews per team)/10 CyberRisk: 2
May 10	FRI	4 days 12:30 PM	Information Assurance And Cybersecurity	CSS-310 QUIZ-2 No description provided.