

Contact

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Education

2017

MRes Digital Art & Technology

University of Plymouth

2016

BA (Hons) Music Technology

University of Plymouth

Skills

- Next.js
- React.js
- TypeScript
- JavaScript
- Prisma
- Tailwind
- Bootstrap
- Sass
- PostgreSQL
- GraphQL
- Django
- Python
- UNity
- C#

Kit Hamm

Developer

I am a Freelance Developer with experience working on web applications, interactive experiences and custom software builds for art installations. Primarily working with Next.js, React.js, TypeScript, Tailwind, and HTML/CSS as well as Unity and C#. Working freelance has allowed me to branch my skills into many areas depending on the need of the project. The most valuable skill I have gained over time is to be a quick learner, as I am already passionate about learning new skills. However, I am now looking to focus my strengths on a full time position. The variety of projects I have previously worked on has also led to me collaborating, not only with colleagues but with other industry-leading companies. I have experience working both as part of a team and being left to manage my own projects. I take pride in being an all-rounder and a problem solver.

Work Highlights

● April 2024 - August 2024

Augmented Reality Mobile App

Developer - Unity, Lightship ARDK3, UIToolkit

This app was built for University College London and was designed as a tour around the campus to tell the story of the history surrounding the college. Users would be directed to locations on campus and asked to point their camera around to trigger an augmented reality experience. This project used the Lightship ARDK from Niantic to anchor and trigger the AR content. The UI was built using Unity's UIToolkit and also incorporated MapBox for navigation around the sroty points. My Role was to set up and configure the Lightship ARDK for the AR content, as well as working on optimization and UI features. Built for Android and iOS.

● February 2024 - Ongoing

Next.js Website with custom CMS

Full Stack Developer - Next.JS, Tailwind, TypeScript, Prisma, Postgres

I have been contracted to rebuild a company website that is currently hosted on WordPress. The client likes the functionality of their current site, but finds it slow and outdated. I pitched the idea of rebuilding the site using Next.Js with a PostgreSQL database and also integrating a "dashboard" area for them to manage the content on the site. The development of this site includes configuring the database and hosting server, as well as API routes and security for user accounts and messages. As well as frontend development of the site itself. More information on this project can be found on my website at - kitmakesthings.co.uk/projects/tmw-next

● June 2023 - November 2023

ClimateWall Interactive Installation

Lead Developer - Unity, C#, OpenCV, React.JS, Strapi CRM

ClimateWall is a large-scale interactive projection wall created to encourage discussion around the topics of climate change. The main application was built in Unity, using OpenCV to track users movements in real time. This meant that users could stand in front of the projection, and manipulate the content simply by walking around. This project also used a web interface for users to interact in a less physical way. A QR code could be scanned, which would direct them to a web app, built primarily with React, where they could respond to questions around the topic, which would be saved to a database and displayed on the projection wall.

● August 2023 - October 2023

Live Update Leaderboard Web Interface

Lead Developer - React.Js

I was contracted to create a web interface for a competition being held at a large gaming convention in London. The client needed a display of the top scores from the competition that would update live as new entries were added. Also required was an administrator area so that new contestants and scores could be added. Built with React, Apollo GraphQL and Strapi, I was able to create a fully functioning live polling front end public display, and admin area, all styled with CSS and Sass to the clients documentation.

● April 2023 - June 2023

Web Interface for interactive Theatre Show

Frontend Developer - React.Js

I was tasked with creating a front end for a mobile based web interface for audience participation during a live theatre show. At points during the show, some questions would be asked of the audience. Those wanting to participate could then go to a web address and answer the questions how they wanted. The web app would submit the answers to a python based backend and then wait for a que, sent by the theatre technician via QLab, to display the next question. Built using React, Sass and polling a REST API.