James Karlsson

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Portfolio: https://jaaamesey.github.io/
GitHub: https://github.com/jaaamesey

Education

UNIVERSITY OF TECHNOLOGY SYDNEY

Bachelor of Engineering (Honours) Diploma in Professional Engineering Practice

o Major: Software

o Sub-major: Computer Graphics

Diploma in Languages
 o Major: Japanese

Experience

P&P GLOBAL EXPANSION SERVICES (2014 - 2019)

- Graphic design, web development, and general IT support.
- Developed webpages, logos, infographics, and videos.

Volunteer Work:

PITTWATER HIGH SCHOOL (2016-2017)

 Assisted teaching of Multimedia and Information Technology to Year 7 and 9 students.

OTHER EXPERIENCE

- Automated aspects of email testing workflows for various newsletters.
- Mentored students in basic to intermediate programming and computer science concepts.

Software Projects

ONLINE SHOPPING SITE (Live Demo)

- Worked as the lead developer in a small team to design and develop an online shopping website, adhering to Agile Scrum principles and practices.
- Used Microsoft Azure DevOps for CI/CD.
- Used Microsoft Azure SQL for storing item, transaction, account, and other data.
- Written in HTML, CSS, TypeScript, and C# using Angular and ASP.NET.

NETWORKED REAL-TIME PHYSICS DEMO (GitHub | Executable)

• Created a networked real-time physics demo where clients control and interact with physics objects in a shared physics environment.

Software Projects (cont'd)

- Utilised interpolation and client authority swapping techniques to make physics interactions seem smooth and instantaneous across all clients, even with latency of up to 1000ms.
- Written in C# using Unity.

MOBILE CHARITY APP (GitHub | Google Play)

- Worked as the lead developer in a small team to design and develop an Android application connecting prospective donors to charity communities, adhering to Agile Scrum principles and practices.
- Users can create item listings, arrange bookings, and send messages to each other.
- Available on the Google Play Store search "CharryT".
- Written in Java using Android Studio and Firebase.

DIALOGUE EDITOR (GitHub | Live Demo)

- Designed and developed a graph-based dialogue editor to streamline the writing of dialogue for interactive fiction and other applications.
- Project files are saved as JSON but can have individual story paths exported to a script-like format.
- Written in GDScript.

HSC ENGLISH QUESTION GENERATOR (Link)

- Created a Twitter bot that would randomly generate extended response questions for NSW HSC English (@HSCEnglishBot).
- Written in JavaScript using the Twitter API, Node.js, and Express.js.

Skills

- SQL, ASP.NET, C#, C++, Java, HTML/CSS/JavaScript, Python, Angular, React.
- UNIX, Git, Figma, Unity, Blender, Photoshop, Illustrator, Premiere, Excel, Word, PPT.
- Software/systems testing, UI design, UML, database modelling, graphic design, video editing, 3D modelling, written communication.