

Jarred Norris

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Innovative Simulation Developer turned Web Developer with a proven track record of delivering high-quality solutions. Specializing in leveraging Unity Engine and React to drive project success. Demonstrated ability to excel in diverse roles within cross-functional teams.

EXPERIENCE

SIMULATION & PLATFORM DEVELOPER (MEGASETS)

2022 – 2023

At Megaset, I played a key role in developing a cutting-edge traffic simulation pipeline using Unity Engine, which improved synthetic data generation and visual fidelity. I also enhanced rendering performance and data efficiency by optimizing Unity's graphics and animation tools, contributing to more realistic simulations.

Transitioning to Web Development, I led the creation of a customizable data set platform, utilizing React, Gatsby, Chakra UI, and Three.js to ensure high performance, maintainability, and user-friendly design. This role highlighted my ability to innovate and adapt across different technology sectors, as well as highlighting my ability to deliver customer friendly platforms that ease use of our advanced tooling.

My role here demonstrates a passion for innovation, versatility in tech domains, and a commitment to excellence. With a solid foundation in software development and best practices, I'm poised to contribute significantly to any organization.

SKILLS AND ACHIEVEMENTS

- Experienced in JavaScript, Python, C++, C#, Unity, Unreal, HTML, CSS, Rust.
- Familiar with version control systems such as Git.
- Game Design knowledge and experience, participated in multiple game jams at university.
- Great communication skills and a passion for sharing ideas.
- UK Senior Mathematical Challenge Bronze Certificate - 2015
- Award for Game-Dev Society favourite – University of Lincoln Movember Game Jam – 2019
- Award for Comp-Sci Society favourite – University of Lincoln Game Jam - 2020

EDUCATION

GAMES COMPUTING BSC – UNIVERSITY OF LINCOLN

KEY MODULES:

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| • Introductory Game Design | • Problem Solving |
| • Programming and Data Structures | • UX Design |
| • Computer Architecture | • Games Programming |