Jarred Norris

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I thrive on learning new technologies and finding creative solutions to complex problems. From crafting immersive virtual worlds in Unity to architecting scalable web applications in React, my expertise lies in my ability to quickly adapt to the utilization of new technologies to drive user experience and create software with complex functionality.

EXPERIENCE

Simulation & Platform Developer [MEGASETS]
2 Years

As a Simulation Developer at Megasets, I played a vital role in the development and rendering of a cutting-edge traffic simulation pipeline used to generate various flavours of synthetic data. Leveraging my expertise in Unity Engine, I contributed to the creation of a dynamic world environment in which synthetic data can be captured through the running of various configurable simulations, capturing frame by frame data from a diverse range of virtual sensors. This involved harnessing the power of Unity's graphics pipeline to create custom render pipelines that could generate visual data, utilizing Unity animation tools to create realistic agent behaviour, and ensuring a seamless user experience within our tools.

Following my successful tenure as a Simulation Developer, I transitioned into a Web Development role at Megasets. In this capacity, I took on the responsibility of coding a customer platform that empowered users to customize their own configurations for a diverse range of data sets. This involved creating a site with React, Gatsby and Chakra UI, where I bore the responsibilities of implementing the team's designs within an intuitive web app. Including, page routing, complex data manipulation, front-end to back-end interoperability and much more. Further achievements including building a custom sensor editor with Three.js and a custom map view with Leaflet.js.

Throughout my professional journey, I have consistently demonstrated a passion for innovation and a commitment to delivering high-quality solutions. My ability to transition seamlessly between simulation development and web development highlights my adaptability and willingness to embrace new challenges.

The experience gained from my previous role has equipped me with a solid foundation in software development, an understanding of industry best practices, and the ability to collaborate effectively within cross-functional teams. I am confident that my skills and expertise make me an asset to any organization seeking a talented professional who can learn quick and deliver exceptional results.

PROFICIENT SKILLS

JavaScript, Python, C#, Unity, Unreal, HTML, CSS, Rust, Git, NextJS, Adobe Tools, Microsoft Office

AWARDS

- 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 [University of Lincoln]
2019 – 2022

Key Modules: Introductory Game Design, Programming and Data Structures, Computer Architecture, Problem Solving, UX Design, Games Programming