Josiah Kerr

PROGRAMMER

Contact Details

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Work References

Dr Bernard Otinpong PhD
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Department of EDI

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Additional References available on request

Languages

(in order of experience)
- C# (+ ASP.NET)
- Unity Engine
- Java
- Web (HTML/CSS/JS)
- Vue.JS
- SQL
- PHP
- Unreal Engine
- React
- Python

Personal

I am always personally invested in the projects I work in, to me being excited about a project and having an in-depth understanding of the goals and values of the company allow me to outperform other developers not only in feature creation but also quality and value-add to the project.
I like to bring my best to a project, and go above and beyond the call of duty to ensure project completion and ROI for all involved.

Core Skills

- Software Development
- Simulation Development
- Unity Development
- Unity 3D VR/AR Development
- Project Management
- DevOps
- Cloud Computing (pipelines, deployment)
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- Product Management
- IT Support
- Business Analyst
- Testing

Work History

SIMULATION DEVELOPER

Virtual Medical Coaching
March 2020 - Present

- Interned during 2019 summer break as a Website developer, hired as a Simulation Developer (Unity) after graduation
- Developed 4 (3 shipped) unity simulations (training tools / "games" / VR Simulations) and 2 website training tools during course of employment - extensive feature creation and tooling
- Developed intuitive solutions for Unity simulations using key engine tools such as custom GUI's and the unity dev pipeline
- Managed projects from end to end, transforming client and customer requirements into simulation features, managed development and production of products using only client specs

PROJECT MANAGER / DEVELOPER

Ara Virtual Tour Project
March 2019 - March 2020

- Paid role for the Ara institute of Canterbury to design and build a virtual tour app for the institute that would be used as a marketing tool
- Managed the project from inception to completion with little oversight (admin oversight from the school only)
- Managed a core team of 8+ and an extended team of 14, from designers, musicians, programmers, writers etc.. consisting of both students, volunteers and paid team members
- Completed final product (game and interactive website) with over 1000 unique users on our first demo day, well exceeding expectations from the client