

Jet Simon

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EDUCATION

Simon Fraser University

Bachelor of Science in Computer Science, Graduated Honours with Distinction

Vancouver, BC

Sep. 2020 – August 2024

EXPERIENCE

Software Developer

August 2022 – Present

Hololabs

Victoria, BC (Remote)

- Developed theme park attractions, mobile games, and projection mapped interactive art installations using Unity/Unreal Engine.
- Implemented a modular and flexible tutorial system** for AR mobile game Sky Haven in Unity using C# to **increase player retention rates by 150%**
- Developed a scalable, reusable web project codebase with React/Express, empowering developers to quickly prototype web applications that integrate seamlessly with interactive installations, **reducing development time by 30%**.
- Worked with an internationally acclaimed theme park on upcoming attractions. Created tooling to simulate attractions in Unreal Engine to increase developer iteration time

Software Developer Intern, Mobile Creators Role

May 2022 – August 2022

Unity Technologies

Vancouver, BC

- Contributed to the development of an interactive AR phone application made using Unity focused on expanding Unity's potential in mobile AR experiences.
- Led the design of a system for seamless chaining of user actions, making AR experiences more dynamic and engaging, resulting in **significantly increased user interaction time**.

Web Developer

Mar 2020 – April 2022

4Cats Arts Studio

Vancouver, BC

- Managed and enhanced the online presence for multiple studio locations, maintaining and updating WordPress and Shopify sites to drive visitor engagement
- Automated repetitive, time-intensive data entry processes using Python, **reducing task completion times from 4 hours to under 10 minutes** and enhancing overall productivity

PROJECTS

7 Second Haircuts | *Unity, C#*

May 2020

- Developed a browser based game where you must cut customer's hair before time runs out
- Hundreds of thousands of plays across the web
- Sold to CoolMathGames and featured on their popular website

The Community Trail | *React, Typescript, CSS, Firebase, Express*

Jan 2025 - Present

- Created a generic game engine for browser based election games called OSEG (Open Source Election Game).
- Used that engine to create a site called The Community Trail where people can submit their games made using OSEG (using an integrated web editor app), write reviews, post highscores
- Earned thousands of users a month and the adoration of many election geeks!

VidGen | *Python, OpenAI*

Sep 2022

- A desktop application that allows the user to type in an idea for a YouTube video and then uses OpenAI to generate a script and then output a video
- Uses BERT to extract keywords and then uses them to search for stock footage/photos to use in the video
- Uses pymovie to composite the footage together and then uses Google Speech Recognition & Synthesis to generate a voiceover

TECHNICAL SKILLS

Languages: JavaScript, TypeScript Python, C/C++, C#, JavaScript, HTML/CSS, Java, Go

Frameworks: React, Node.js, Flask, Vue, Express, Firebase, Firestore, Vite

Developer Tools: Git, Perforce, Docker, Google Cloud Platform, VS Code, Visual Studio, Unreal Engine, Unity

Libraries: pandas, NumPy, Matplotlib, pytorch