Jarred Norris

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About Me

Software Engineer with a passion for crafting engaging digital experiences. From building responsive web apps with React and Next.js to working with complex game engines such as Unity, I love bringing ideas to life through code. My journey began studying game development at university, which laid the foundation for my versatile skill set spanning C#, TypeScript, Python, and Rust. I'm always eager to dive into work, apply my skills and expand my knowledge.

Skills

TypeScript, React, Next.js, HTML, CSS, Tailwind, Unity, C#, Python, Unreal, Rust, Git, NextJS, Adobe Suite, Microsoft Office

Experience

Full-Stack Developer | Megasets LTD | 2023

In 2023 I transitioned into a Web Development role at Megasets and took over responsibility of the customer platform that empowered users to customize their unique configurations for data set generation. This included working with technologies such as **React**, **Gatsby** and Chakra UI, and implementing a wide range of features; page routing, complex data manipulation, front-end to back-end interoperability and much more.

I later championed the transition of the platform to **Next.js**, which resulted in a significant performance boost and opened new possibilities for the platform. Further contributions include building a custom sensor editor with Three.js and a custom map view with Leaflet.js.

Simulation Developer | Megasets LTD | 2022

As a Simulation Developer at Megasets, I helped develop a cutting-edge traffic simulation and rendering pipeline used to generate various types of synthetic data. Leveraging my expertise in **Unity** Engine, I contributed to the creation of a dynamically generated world environment through which synthetic data can be captured in configurable simulations.

Furthermore, I helped develop the simulation runner which could produce frame data from a varied range of virtual sensors. This involved harnessing Unity's scriptable render pipelines to generate visual data, utilizing Unity animation tools to create realistic agent behaviour, and ensuring a seamless user experience within our tools.

Education

Games Computing | University of Lincoln | 2019 - 2022

I studied Games Computing at the University of Lincoln, where I developed a strong foundation in computer science and software engineering. I gained experience in Game Design, Programming and Data Structures, Computer Architecture, Problem Solving, UX Design, Games Programming, Computer Graphics, and Web Development

Awards

Game-Dev Society favourite - University of Lincoln Movember Game Jam - 2019
Comp-Sci Society favourite - University of Lincoln Game Jam - 2020