

Jett Bradford

Personal details available
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EDUCATION

South Devon College, United Kingdom — *T Levels*

September 2022 - Present

At South Devon College I am currently completing Year 2 of my T Level in Digital Production, Design & Development.

WORK

Torbay and South Devon NHS Foundation Trust, United Kingdom — *XR Developer Work Placement*

December 2023 - Present

As part of completing my T Levels at South Devon College I was required to find a company that would take me on board for 350 hours of work placement. For that, I got a position working with the Digital Futures team at Torbay Hospital.

Skills:

- Develop features inside of Unity and Unreal Engine.
- Build custom engine utilities on the Varjo platform.
- Evaluate design requirements from non-technical staff.
- Prepare solutions and demos for review of non-technical staff.

Smart Crafts Supplies Ltd, United Kingdom — *Full Stack Developer*

September 2021 - September 2023

While working for Smart Crafts I was working on systems to improve workflow of the administration and shipping teams. This included systems to automatically price products based on descriptions, generate lists of tasks for the day and tools to move information from our OpenCart instance over to the Royal Mails Click and Drop shipping system.

Skills:

- Create mission critical reliable systems that need to be relied on.
- Build software according to an employer's needs.
- Work with IT staff to build reliable infrastructure.

SKILLS

Ability to write agile solutions to complex problems based upon descriptions from others.

Good organizational skills when organizing groups of people on projects.

Knowledge on how to effectively both utilize and manage process management systems such as Kanban boards.

Key Skills: C, C++, C#, Python, Rust, HTML, CSS, JavaScript, TypeScript, PHP, SQL, Linux, Unity, Monday, Confluence, Jira.

PROJECTS

Darkflame Universe — Developer

December 2021 - Present

As a maintainer of the Darkflame Universe project I work on fixing bugs, introducing new gameplay systems and improving performance of critical systems for a MMO game such as the Loot system. I also contribute largely to the reverse engineering of the clients internals through tools such as Ghidra and IDA, we use this to gather a large portion of our knowledge on the clients interactions with the server. As of Late 2023, this project is actively developed with a team of 3.

Skills:

- Profile large scale C++ projects to improve memory efficiency.
- Develop C++ code alongside a team of developers.
- Make use of game programming patterns.
- Address high severity security vulnerabilities.

Link:

- <https://github.com/DarkflameUniverse/DarkflameServer/>

Giant Enemy Crab Contributorship — Game Developer

August 2021 - Present

As a member of the Giant Enemy Crab contributor team I have had a variety of opportunities to help them out with engineering tasks they cannot dedicate resources to themselves, this includes: engineering discord-bots for gathering feedback from their community and handling player reports for the live server enforcement team. And more recently my contributorship includes engineering currently unreleased features within the game that relate to matchmaking services and UI development.

Skills:

- Building interactive user facing systems.
- Working with Unity to build new systems and refactor old ones.

Links:

- <https://dueprocess.info/>

Team TA Greenpower — Web Developer

September 2018 - July 2021

During my time at my secondary school (working towards my GCSEs), I spent time contributing to my school's F24 (Greenpower) racing team to help build telemetry systems to assist planning a strategy for races and ensuring the car was running smoothly.

Skills:

- Build a cloud based server solution to handle data from clients.
- Create dashboards to manage large quantities of data.
- Write HTML scrapers to make use of Greenpower built in telemetry systems.