

Hey, I'm Jack.

I transform ideas into immersive experiences that people love.

Here's a quick look at some of the projects I've worked on over the years:



NBus Timetable

iOS • 2012–18

Objective-C

Fastlane

Swift

9:41 AM

< Timetables Route 1 Timetable

Nelson > Bishopdale > Stoke > Richmond

NELSON	HOSPITAL	BISHOPDALE	STOKE	RICHMOND
AM				
7:00	7:05	7:10	7:15	7:25
7:30	7:35	7:40	7:47	7:59
8:00	8:05	8:10	8:17	8:29
8:30	8:35	8:40	8:47	8:59
9:00	9:05	9:10	9:17	9:29
10:00	10:05	10:10	10:17	10:29
11:00	11:05	11:10	11:17	11:29
PM				
12:00	12:05	12:10	12:17	12:29
1:00	1:05	1:10	1:15	1:25



9:41 AM

< Home Timetables

Weekdays Weekend

1	Nelson > Bishopdale > Stoke > Richmond	>
1	Richmond > Stoke > Bishopdale > Nelson	>
2	Nelson > Tahuna > Stoke > Richmond	>
2	Richmond > Stoke > Tahuna > Nelson	>
3	Nelson > The Wood > Atawhai	>
4	Nelson > NMIT > The Brook	>
5	Nelson > Victory > Hospital	>
6	Nelson > Washington Valley > Tahuna	>
7A	Stoke Loop (Marsden)	>

Built exclusively for Nelson's NBus service, I've worked closely with the team at the Nelson City Council over a number of years to ensure users have a highly reliable and easy-to-use app, with a perfect mix of features and functionality.

Originally built using Objective-C in 2012, the app has progressed through a number of iterations throughout its existence. Since day one, it's followed Apple's interface guidelines very closely—resulting in high user and stakeholder satisfaction.



Bus Assistant

iOS • 2015–17

GTFS

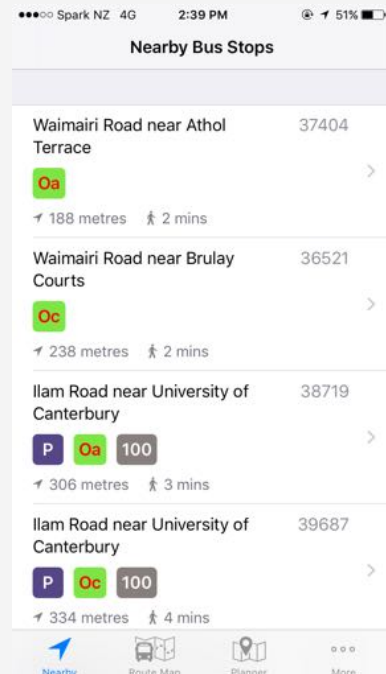
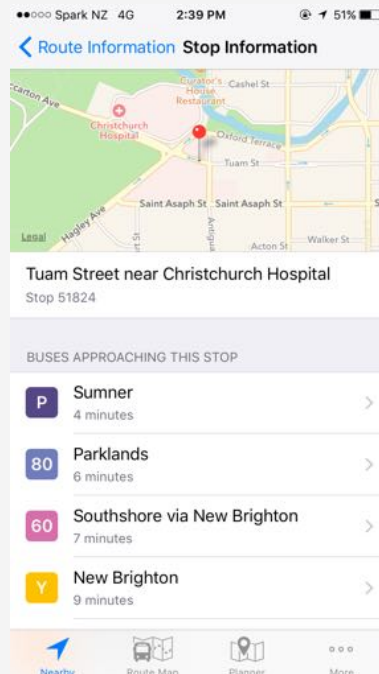
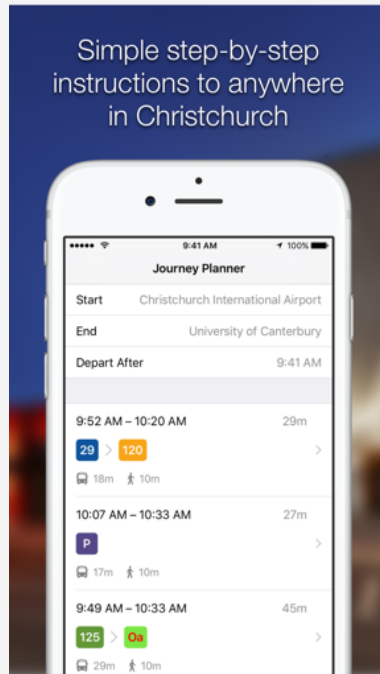
PHP

Swift

SQLite

OpenTripPlanner

Docker

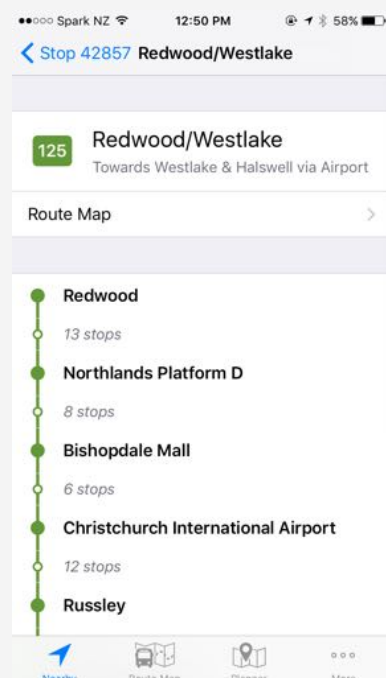


Bus Assistant was an app designed for the Metro bus system in Christchurch, built over a few months in 2015.

By interfacing with Environment Canterbury's API and GTFS feed, the app provided real-time information about bus locations and routes.

An external server was developed to supply clients with offline timetable information and a journey planner through integration with OpenTripPlanner.

The server was hosted on DigitalOcean and consisted of a number of Docker containers which allowed a high level of modularisation and a high availability of services.





Blockness

iOS • 2011

Objective-C

Cocos2D



An addictive *Space Invaders*-style arcade game, where players avoid being struck by ever-accelerating falling enemies through a combination of tilting their device and using on-screen lasers.

Built using the Cocos2D framework, I was responsible for overseeing its development and distribution.

Released in July 2011, *Blockness* proved to be very well received.

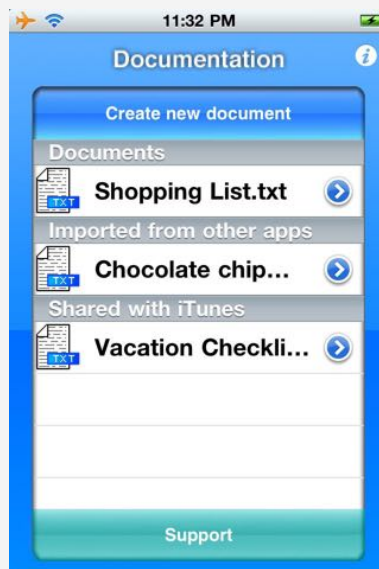


Documentation

iOS • 2010

Objective-C

Dropbox iOS API



Documentation was the result of my goal to create one of the first combined file manager and Microsoft Word-compatible rich text editor apps for iOS.

Selling tens of thousands of copies from its release in 2010 until discontinuation in 2013, it was globally well received and acted as a catalyst for future projects.

CapitaliseMe

Web • 2017

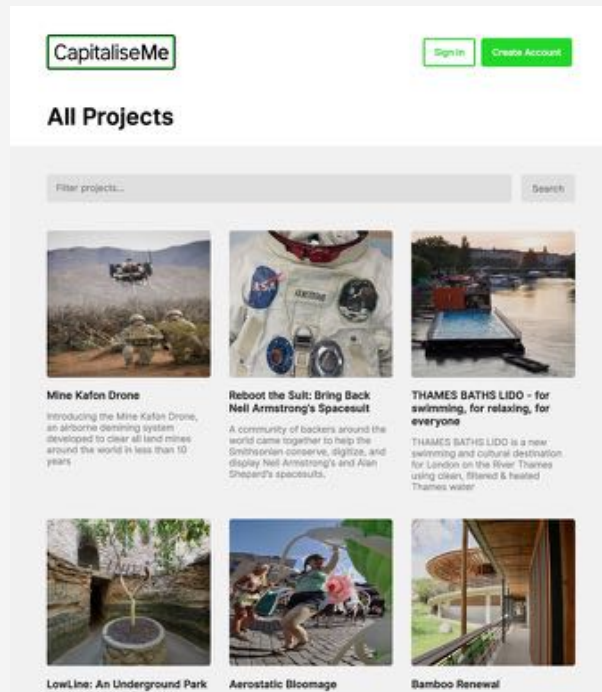
MongoDB

AngularJS

Sass

PHP 7

ES2017



CapitaliseMe was a penultimate software engineering course project that I completed at University. Designed to be a platform to host crowdfunding projects, I was responsible for developing both the front- and back-ends of the platform.

Its simple visual appeal and well-thought-out UX resulted in users being able to easily navigate the site, and meant it was universally praised.

Using a combination of new and established technologies, my development experience allowed for a robust maintainable codebase to be developed over a number of months.

REJIGIT

Web • 2015

PHP

Responsive

MySQL



REJIGIT is a web platform for environmentally-conscious suppliers to advertise products to users, and for users to discover products via a curated blog.

Built using PHP in 2015, I was responsible for its design, development and on-going maintenance.

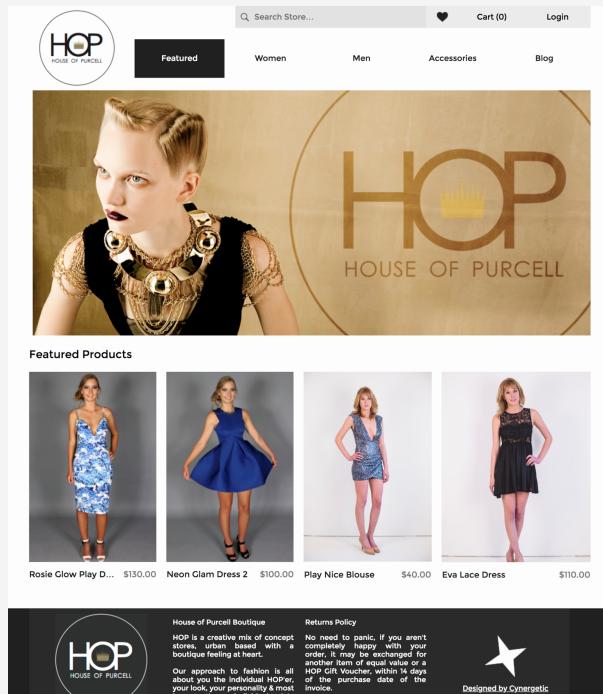
A responsive design ensures high accessibility on a wide array of devices, providing a high level of user satisfaction.

House of Purcell

Web • 2014

PHP

PayPal REST API



An e-commerce website built in the autumn of 2014 for Nelson business House of Purcell Boutique, a start-up fashion retailer.

Allowing for the upload and maintenance of products, along with PayPal integration for seamless purchasing, the site was loved by the store's owners.

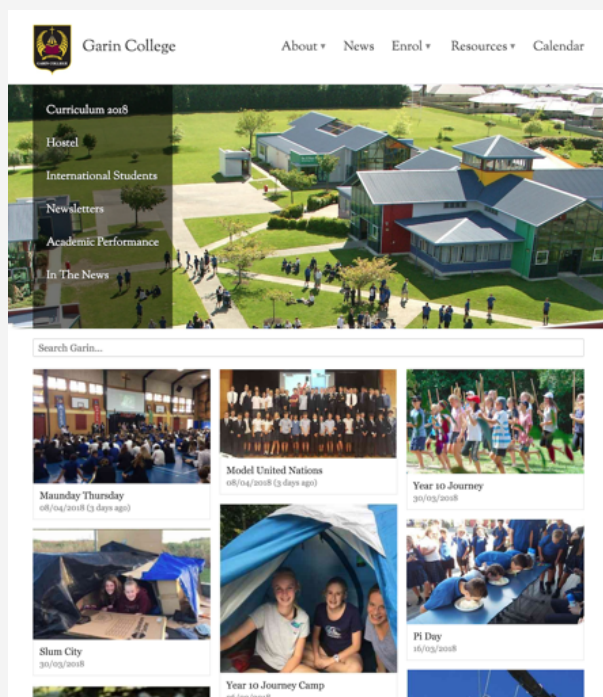
Users praised its clean, product-orientated design.

Garin College

Web • 2014

PHP

Google Analytics



As part of its digital design focus, I was commissioned to build a new website for Nelson high school Garin College in 2014 to better reflect their modern teaching practices.

With new features such as an immersive online curriculum, engagement on the site increased over the existing design and meant that more people were able to easily find what they needed.

I was responsible for the development and design of the site, and I also provided on-going maintenance over its lifetime.