Jonathan Kafkaris

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Latest work: http://www.kafkaris.com

About

I am a Senior Creative Developer with 10+ years experience working in Sydney for the last 9 and previously in Canberra. Prior to this I worked in the the Information Technology industry specialising in hardware and support. These combined experiences have given me a unique skillset and approach to projects.

I've worked in startups, public and private sectors, large and small working with politicians at Parliament House in Canberra, to installations for Vivid in Sydney, to product launches in New York, to auto-shows in Tokyo; there are not many situations I have not been in and I enjoy the challenge.

Clients I have worked for include, Honda, Toyota, Lexus, Scion, Acura, Motorola, LG, Cisco, Commonwealth Bank, ANZ, GE, Mirvac, University of NSW, Sydney Theatre Company and JCDecaux.

My strength and enjoyment is working with teams of like minded people who want to achieve outstanding results, sometimes that means working solo for parts, but ultimately I love when a team comes together and is proud of what they have accomplished.

Skills

My skills evolve with the the work I do. Recently I have been using Unity, coding with C#, in Visual Studio, for Virtual Reality, with HTC Vive publishing to PC desktop.

Over time I have worked with - Adobe AIR, Flash, AS3, JS, HTML, CSS, Processing, Arduino, Haxe, at various levels, using what was needed at the time. I also have knowledge across the Adobe Creative Suite, primarily, Photoshop, Illustrator, InDesign, Premiere Pro, Media Encoder, Scout.

Some other software/platforms I have used include, OBS Studio, Audacity, FDT, TeamViewer and Vuforia.

Using these skill I have developed projects for various platforms and hardware including touchscreens (multi, dual and single touch), projectors, mobile devices (iPhone, iPad, Android), Augmented Reality, Google Cardboard, Microsoft Kinect, Microsoft Hololens, Beacons, Leap Motion, Windows PC, Apple OSX.

I take pride in writing maintainable code, using commonly used frameworks and SDKs for the given language and version controlling it all using Git (GitHub, Atlassian BitBucket and Amazon CodeCommit with SourceTree and command line occasionally).

I manage my priorities and productivity with such apps as Trello, Pivotal Tracker and Basecamp.

I have travelled internationally for projects to Los Angeles, Detroit, New York and Tokyo.

Experience

Virtual Republic
Senior Creative Developer
2016 - 2017

In this role I was the lead developer for a VR architectural configurator tool for properties yet to be constructed in the real world.

Tasks include, using Unity and HTC Vive, taking direction from and reporting to Technical and Creative Directors, working with 3D Artists and Graphic Designers. R&D into new techniques and platforms and implementing them where appropriate.

Mirvac
Senior Creative Developer
2015 - 2016

In this role I was the lead developer for touchscreen (PC) and tablet (iOS) applications for use in display suites and for sales staff.

Tasks included, using AIR to develop PC apps and iOS apps in consultation with the design team with continual feedback and amendments from marketing teams. Remote installations and support via TeamViewer for touchscreens and publishing in-house apps for remote iOS installs.

Imagination
Senior Creative Developer
2014 - 2015

In this role I worked within a team developing tablet applications for Android with Beacon support for 2 innovation labs (Commbank and GE), iOS apps and offering support for Unity projects.

Tasks included, using AIR to develop Android and iOS applications and Unity. Working in a team to produce applications that were part of larger experiences. Working alongside other developers, designers, producers and directors making sure deadlines and milestones were kept and delivered on.

Spinifex Group
Interactive Developer
2009 - 2014

In this role I worked with colleagues from Sydney, Los Angeles and New York to produced numerous apps for permanent and temporary installations from building foyers to auto-shows to TV game shows.

Tasks included, using predominately AIR and Unity to develop installations of bespoke requirements and technologies. Visiting sites and installing, configuring, testing and maintaining remotely, installations locally and overseas.

Freshweb
Flash Developer
2008 - 2009

In this role I worked with developers and designers to create web content.

Tasks included, using Flash to create websites and eLearning content. Also sharing knowledge with and assisting junior developers.

Couch Creative
Digital Designer/Developer
2007 - 2008

In this role I worked under a senior developer creating web and interactive CD content.

Task included, using Flash, HTML/CSS to create websites and interactive CDs. Also given small design and development jobs from senior colleagues.

Pre 2007
Prior to these above positions I worked in IT at Parliament House in Canberra and EDS (now part of HP Enterprise Services).

Education
Canberra Institute of Technology
Advanced Diploma in Digital Media
Certificate in Information Technology - User Support

Blog
I keep an active blog showcasing projects and knowledge I'd like to share with the community. This can be found at http://www.kafkaris.com

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