Kevin Jardine

Using cutting-edge technology
to visualize large data sets and
develop highly interactive sites

kevinjardine@gmail.com
+31627201526

Skills

Unity, C#, TypeScript, SQL, Node.js, Python, Blender, .NET, web video via ffmpeg

Experience

Consultant
Galaxy Map
2018 - Present

Working with the European Space Agency and other organizations to visualize large 3D astronomical data sets applying algorithms more commonly used in medicine.
Tools include Python, Blender, three.js and the Virtual Starship, an XR application for Quest headsets written in Unity and C#.

Consultant
Radagast Solutions
2006 - Present

Software development with a focus on TypeScript-rich niche social networks.

Senior web developer
Latakoo
2014 - 2023

Responsible for creating and maintaining websites, API servers and upload servers to support streaming, downloading and uploading high quality video from desktop computers, mobile phones and tablets. Worked with an international team based in India, Ukraine, Netherlands and the United States. Mentored interns and other staff.

Development tools included NodeJS, React, Bootstrap, MySQL, TypeScript, PHP and ffmpeg. Sites implemented using Amazon AWS and Azure.

New media campaigner
Greenpeace International
2000 - 2006

Created a Webby-award-winning international campaign site in Python including e-cards, online actions, personal profiles and a discussion forum. Managed the discussion forum and a mailing list of 200 thousand environmental activists from over 200 countries and territories.

Climate campaigner
Greenpeace International
1999 - 2000

Monitored science on climate change impacts.

Climate campaigner
Greenpeace Canada
1990 - 1999

Did media, public education and political work in the lead up to and the aftermath of the Kyoto protocol.

Education

University of Waterloo
Ontario, Canada
1980 - 1985

Joint Honours Pure Mathematics and Computer Science

Kevin Jardine visualizes large data sets using Unity-based VR/XR tools, Web XR, and Blender and creates highly interactive websites and backend API and reporting systems using TypeScript and several server-side languages for a large variety of institutions, NGOs and professional organizations. He is experienced at delivering software projects under tight deadlines using Agile/Scrum methodologies.

Before this he worked with Greenpeace Canada and Greenpeace International as a climate campaigner and New Media Campaigner, advising Greenpeace national and regional offices on using technology to win campaigns, constructing a suite of activist tools in Python and managing a Webby award winning activist hub and email list with hundreds of thousands of online activists from more than 200 countries and territories.

Hobbies include medieval history, board gaming and travel.

He has a degree in pure mathematics and computer science and is based in Leiden, Netherlands.