

**Hunter Jay**

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[linkedin.com/in/hunterjay/](https://www.linkedin.com/in/hunterjay/)    [github.com/HunterJayPerson](https://github.com/HunterJayPerson)    [simplythought.substack.com](https://simplythought.substack.com)    [x.com/HunterJayPerson](https://x.com/HunterJayPerson)    [hunterjay.com](https://hunterjay.com)**PROJECTS & COMPANIES****AI Fiction Project***Present*

Software Engineer

A website for generating and publishing stories cowritten by AI. I founded and am the primary developer on the project, originally with help from a part-time team. This project is not public yet.

**Ripe Robotics** ([www.riperobotics.com](https://www.riperobotics.com))*2019 - 2024 (Acquired)*

CEO, Software &amp; Mechatronics Engineer

A company that developed apple picking robots - designing, building, and operating the full system in-house. I was the CEO and also worked directly on all aspects of the engineering, alongside my cofounder Leopold Lucas, and engineers Michael Smith, Tobin Smit, and Peter Kydd. The company's IP and assets were ultimately acquired by a firm in Europe.

**Psykinetic** ([www.psykinetic.com](https://www.psykinetic.com))*2018 - 2019*

Software Engineer

A company that developed applications based around eye-tracking, for use by people with disabilities. I mainly worked as a C# developer as part of a larger team.

**FlagWars** ([Gameplay Trailer](#))*2017 - 2018*

Solo Developer

I developed a multiplayer online battle area mobile game called FlagWars, which was featured on the Apple App Store. Now defunct, the game let you directly command a small army against another player online. It was originally intended to raise money for AI alignment under a charity structure.

*References available on request.***SKILLS**

- Machine learning (Python w/Pytorch, Transformers, Numpy, etc)
  - Experience with transformers and CNNs, including both implementing models from scratch, and fine tuning existing models.
- Web Development (Django, Javascript, HTML, CSS)
- Game development (w/Unity, C#)
- Robotics Software Development (Python w/ROS2)
- Mechanical Engineering & Design (w/Solidworks CAD)
- Executive management & leadership, project management, operations & planning.
- Fundraising & grant writing.

**FORMAL EDUCATION****Bachelor of Science (Computer Science) - University of Sydney (2018)**

- Two years of Physics & Mathematics before switching to CS to focus on AI
- Distinction average (in final semester)

**Deep Learning Specialization - deeplearning.ai (2019)** (*via Coursera.org, 16 week online course*)**Self-Driving Specialization - University of Toronto (2019)** (*via Coursera.org, 18 week online course*)**Machine Learning - Stanford University (2018)** (*via Coursera.org, 11 week online course*)**Higher School Certificate - St Marys Senior High School (2013)**

- School Captain, Class of 2013

**OTHER EXPERIENCE**

- Essays at [@simplythought](https://simplythought.substack.com)
- Stage Hypnotist, at Arts/Tunes/Talks (Sydney, 2017) & Wi3rd Festival (Canberra, 2016)
- Filmmaking, several short films & web series (2010-2017)
- Previous work as a STEM Tutor, Video Editor, Kids Entertainer, Actor, Drag Queen, and Fast Food cook.