

## Hunter Jay

+61422420037

hunter@hunterjay.com

Sydney, Australia

## PROJECTS & COMPANIES

**[REDACTED]** ([www.\[redacted\].com](http://www.[redacted].com))

*Present*

CEO, Senior 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. Because we allow adult writing, I won't share a link until I build a NSFW filter!

**Ripe Robotics** ([www.riperobotics.com](http://www.riperobotics.com))

*2019 - 2024 (Acquired)*

CEO, Software & 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.

**FlagWars** ([Gameplay Trailer](#))

*2018 - 2019*

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.

**Psykinetic** ([www.psykinetic.com](http://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 on developing C# applications as part of a larger team.

**+Contracted game development.**

**+Several short film & theatre projects.**

**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 the production finetuning of existing models.
- Web Development (Django, Javascript, HTML, CSS)
- Unity Development (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 for AI interest.
- 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

- 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.