# Hunter Jay

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## PROJECTS & COMPANIES

**Vow** ([www.eatvow.com](www.eatvow.com))
*2024 - 2025 (Contract)*
Senior Software Engineer

Vow makes cultured meat, growing delicious & healthy food from animal cells without the cruelty of factory farming. I am brought in as needed to help automate the process.

**Ripe Robotics** ([www.riperobotics.com](www.riperobotics.com))
*2019 - 2024 (Acquired)*
CEO, Software & Mechatronics Engineer

I founded Ripe Robotics to automate agriculture. We developed apple picking robots - designing, building, and operating the full system in-house. As the CEO and founding engineer, I worked directly on all aspects of the company, 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.

***AI Fiction Side Project***
*Present*
Software Engineer

This is 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.

**Psykinetic** ([www.psykinetic.com](www.psykinetic.com))
*2018 - 2019*
Software Engineer

Psykinetic develops 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](Gameplay Trailer))
*2017 - 2018*
Solo Developer

I developed a multiplayer online battle area mobile game which was featured on the Apple App Store. 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

- AI & Machine learning (Python w/Pytorch, Numpy, etc)
    - Experience with transformers and CNNs, including training new models from scratch and fine tuning existing models.

- Web Development (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

**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

- Current board member of [Ashgro.org](Ashgro.org)

- Essays at [substack.com/@simplythought](substack.com/@simplythought)

- 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.