

DR JOSEPH EARLY

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WORK HISTORY AND EXPERIENCE

Helsing <i>AI Research Engineer</i>	2024 - Present
<ul style="list-style-type: none">· Helsing is a new type of defence company - Artificial Intelligence to protect our democracies.· Cross-cutting role: AI research, customer projects, and machine learning engineering.· Public-facing responsibilities, such as presenting at the AI for Ukraine Recovery Hackathon in Estonia.· Actively involved in interviewing and mentoring new joiners.	
Amazon <i>Applied Scientist</i>	2023
<ul style="list-style-type: none">· 6-month internship with Amazon Prime Video, leading a research project intended for publication.· Development of novel machine learning approaches for interpretable time series classification.· Improved technical research abilities; learnt and applied new skills on the use of AI in industry.	
University of Southampton <i>Teaching Assistant</i>	2019 - 2023
<ul style="list-style-type: none">· Taught undergraduate and Master's students while completing my PhD.· Responsibilities included lab demonstration, coursework marking, and occasional lecturing.· Designed and managed a coursework with an automated test harness to assess programming skills.	
BOON <i>Machine Learning Developer</i>	2018 – 2019
<ul style="list-style-type: none">· Worked for a start-up as part of the University of Southampton Future Worlds accelerator.· Developed significant improvements to machine learning systems (50% increase in model performance).· Contributed to the overall progress of the company by attending events and networking.	
University of Southampton <i>Research Assistant</i>	2018
<ul style="list-style-type: none">· 12-week summer internship developing a Responsible AI platform for Multi-UAV Coordination.· Worked in an academic research team with industrial partners (Thales).	
Roke Manor Research <i>Full-stack Developer</i>	2017
<ul style="list-style-type: none">· 8-week summer internship on a data consolidation and web development project.· Took an active role in project development such as organising meetings with clients.	

TECHNICAL STRENGTHS

Programming Python, PyTorch, Jupyter Notebooks, Bash, Java, C/C++, JavaScript, Rust

Software Git, LaTeX, Google Colab, MacOS, LinuxOS, VirtualBox, Microsoft Azure, AWS

Techniques Supervised Learning, Reinforcement Learning, Computer Vision, Generative Models, Deep Learning, Genetic Algorithms, High Performance Computing, Time Series, Machine Learning Engineering, Embedded Devices, Audio ML

EDUCATION AND QUALIFICATIONS

The Alan Turing Institute and University of Southampton

2019 - 2023

PhD: Computer Science (AI)

- PhD with the Agents, Interaction, and Complexity group at the University of Southampton (UoS).
- Member of The Alan Turing Institute (ATI) Doctoral Studentship Scheme (2019-2023 Cohort).
- Completed a thesis titled *Interpretable Multiple Instance Learning*.

Research Outputs

- Published 13 papers in major conferences and journals (such as NeurIPS and ICLR).
- Collaborated with Amazon Prime Video, Bristol University, QMUL, and Georgia Institute of Technology.
- Reviewed for Nature Scientific Reports, AAMAS, ICML, NeurIPS, and ICLR.
- Presented work at international conferences and the Climate Change AI Summer School (2022).
- Published extra-curricular software and articles.

Communication

- Interviewed on AI topics by the BBC World Service Digital Planet podcast and Newsweek.
- Co-founder of the ATI's Entrepreneurship Interest Group. Hosted five events in 2021/2022.
- Student representative for the ATI 2019-2023 Doctoral Cohort. Engagement with ATI Management.

Awards

- UoS Three Minute Thesis Finalist with *Explainable AI for High Resolution Images* (2022).
- UoS Teaching Award Winner for Undergraduate and Master's Lecturing and Lab Demonstration (2021).

University of Southampton

2015 - 2019

Integrated MEng: Computer Science

First Class Honours, Average Grade: 83%

Key Modules

- Computer Vision (86%)
- Deep Learning (86%)
- Evolution of Complexity (91%)
- Intelligent Agents (81%)
- Intelligent Systems (88%)
- Machine Learning (80%)
- Programming Language Concepts (86%)
- Reinforcement and Online Learning (86%)
- Simulation Modelling (92%)
- Third Year Individual Project (Dissertation) (81%)

Awards

- Winton Capital Management Prize for Top Student in Computer Science (2019).
- Best Master's Group Design Project Award for *Detection of Anomalies in IoT Environments* (2019).

KEY PUBLICATIONS (MOST RECENT FIRST)

- Inherently Interpretable Time Series Classification via Multiple Instance Learning
International Conference on Learning Representations (ICLR), 2024.
- Extending Scene-to-Patch Models: Multi-resolution Multiple Instance Learning for Earth Observation
Environmental Data Science (Journal), 2023.
- A Risk-based Approach to AI Regulation: System Categorisation and Explainable AI Practices
SCRIPTed: A Journal of Law, Technology & Society, 2023.
- Non-Markovian Reward Modelling from Trajectory Labels via Interpretable Multiple Instance Learning
Neural Information Processing Systems (NeurIPS), 2022.
- Model Agnostic Interpretability for Multiple Instance Learning
International Conference on Learning Representations (ICLR), 2022.
- Scene-to-Patch Earth Observation: Multiple Instance Learning for Land Cover Classification
Tackling Climate Change with Machine Learning (NeurIPS Workshop), 2022.