

# Jack Shilton

LinkedIn — GitHub — Website

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## ABOUT ME

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I am a reliable and focused individual with a passion for AI and data science. I have a background in AI research, leadership, and communication, enriched by an international educational experience. I am proficient in Japanese and dedicated to automating real-world solutions through innovative AI models.

## SKILLS

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**Programming and ML Frameworks:** Proficient in Python, C#, Java, JavaScript, SQL, and many more. Experienced with PyTorch and TorchText.

**AI Models:** Knowledgeable in training, fine-tuning, and evaluating Foundation Models, backed by a university-level education

**Data Handling:** Skilled in data pre-processing and analysis for Machine Learning applications.

**Code Practices:** Proficient in creating modular, reusable codebases.

**Languages:** Fluent in English and proficient in Japanese.

## EDUCATION

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### University of Birmingham

*Birmingham, UK*

BSc Computer Science w/ Year Abroad

*September 2020 - Present*

**Extracurricular Activities:** Captain of the Jiu Jitsu Team (July 2023 - Ongoing)

**Leadership Role:** Special Events Officer of Computer Science Society (June 2021 - August 2022), recognized with "Outstanding Contribution to Academic Experience" in 2022

**Memberships:** Member of Computer Science Society, AFNOM (Ethical Hacking Society), and Japan Society (September 2020 - Ongoing)

### Keio University

*Tokyo, Japan*

Study Abroad

*September 2022 - August 2023*

**Coursework:** Studied Probabilistic Computing, Artificial Intelligence, and Japanese

**Extracurricular Activities:** Member of Judo Club

### Hereford Sixth Form College

*Hereford, UK*

A-Level

*September 2018 - July 2020*

**A-Level Grades:** Computer Science (A\*), Maths (A), Physics (B), and Extended Project (A)

**Extended Project:** Conducted an Extended Project Qualification on Japanese Culture (June 2019 - July 2020)

**Volunteer Experience:** Served as a Teaching Aide for A-Level Computer Science (December 2019 - July 2020)

### Queen Elizabeth Humanities College

*Bromyard, UK*

GCSE

*September 2013 - July 2018*

**GCSE Grades:** Mathematics (Grade 9), Physics (Grade 7), and Information Technology (A Grade)

## EXPERIENCE

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### Supervisor for Summer Interns

*University of Birmingham - CTL Building*

Birmingham, UK

*July 2022 – September 2022*

**Project Coordination:** Managed a team of interns and guided them on various projects, ensuring the timely and effective delivery of assigned tasks.

**Mentorship:** Provided professional and academic guidance to interns, fostering a conducive learning environment and promoting growth.

**Administration:** Oversaw administrative logistics related to the internship program, including the intern assignments and performance evaluations.

### VR / AR Technologies Researcher with AI Integration

*University of Birmingham*

Birmingham, UK

*March 2022 – August 2022*

**Dataset Creation:** Crafted a comprehensive dataset tailored for specific AI use-cases in the VR/AR domain.

**AI Model Training:** Trained and optimized an AI model, ensuring its robust performance in real-world AR scenarios.

**AR Integration on Android:** Integrated the trained AI model into an AR environment designed for Android, ensuring seamless user experience and functionality.

## Special Events Officer

Birmingham, UK

Computer Science Society - University of Birmingham

June 2021 – August 2022

**Leadership:** Directed teams through the planning, execution, and post-event phases of large-scale events.

**Issue Resolution:** Collaborated with team members to mitigate any challenges arising during event preparation and execution.

**Community Representation:** Served as a committee member and public representative, prioritising member comfort and safety.

## Developer Club Lead

Birmingham, UK

Google

July 2021 – June 2022

**Presentation Skills:** Conducted workshops for students on various Computer Science topics and application development processes.

**Team Coordination:** Managed a team of workshop presenters, overseeing the planning, delivery, and evaluation stages.

**Team Leadership:** Represented the Google Developer Student Club at the University of Birmingham, ensuring effective and collaborative team performance.

## Software Engineer

Stourbridge, UK

Student Computers

November 2021 – May 2022

**Product Development:** Developed a full stack application for improved stock and task management, mainly contributing to the frontend while handling urgent backend updates.

**Client Communication:** Liaised with the client to ensure the developed software met their requirements, while demonstrating progress at every milestone.

**Technical Expertise:** Utilised a variety of tools including HTML, Sass, JavaScript, React, Git, and Java in the development process.

## PROJECTS

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### Personal Website

jack-development.github.io

HTML, Sass, JavaScript, React, Git, MidJourney

June 2021 - Present

**Web Development:** Created an online presence for personal branding, networking with clients, colleagues, and potential employers.

**Skills Development:** Gained proficiency in deploying React-based website builds on GitHub pages.

**Link:** Website

### Text2Sentiment

Personal Project

Python, PyTorch, TorchText

July 2023

**Machine Learning:** Leveraged PyTorch to construct Text Classification models, applying understanding of neural networks and deep learning concepts.

**Data Preprocessing:** Utilized TorchText for preprocessing the IMDB dataset, transforming raw data into a suitable format for model training.

**Code Modularity and Reusability:** Designed the project with a modular and reusable architecture, allowing for easy adaptation to different text datasets.

**Resource Modernization:** Aimed to modernize older resources and replace the usage of legacy packages, requiring understanding of latest technologies and practices.

**Link:** GitHub Repository

### Super Mario Bros. 1985 Recreation

Hereford Sixth Form College

C#, Windows Forms, Visual Studio, .csv, Excel

June 2019 – July 2020

**Game Development:** Recreated the classic 1985 Super Mario Bros. game using Windows Forms and Visual Studio.

**Level Design:** Designed a level creation system using .csv files and Excel for diverse and custom level designs.

**Documentation:** Produced comprehensive planning, development, and testing documentation, which is now used as a reference for students.

**Related Material:** Project Paper

### Gyration Hop

Mobile Game

C#, Unity, Google Play Console, Xcode, CAD

May 2018 – Oct 2020

**Game Development:** Developed a competitive infinite runner game for Android and iOS devices to enhance users' hand-eye coordination skills.

**Publication:** The game gained recognition from the Hereford Times, which published an article about it.

**Download Link:** Google Play Store

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