

Jack Shilton

LinkedIn — GitHub — Website

shiltonjack@gmail.com

+44 7946 768302

ABOUT ME

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

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

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

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

University of Birmingham

Birmingham, UK

March 2022 - August 2022

Adaptability: Navigated the fast-paced and rapidly evolving VR/AR field, quickly grasping and implementing new concepts.

Process Creation: Developed a system for efficient project execution, ensuring other developers could easily expand upon it.

Technical Documentation: Spearheaded comprehensive documentation, contributing to the continued development, regardless of a future team's composition.

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

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
