JACKSON TURNER

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Education

Bachelor of Science | Computer Science | University of Hull | 2024
BTEC Level 3 Subsidary Diploma | IT | Wyke Sixth Form College Hull | 2020

Work Experience

AI Training Data Specialist | Data Annotation | February 2025 – present

Responsibilities:
- Evaluate AI-generated code to ensure accuracy, efficiency, and adhere to best coding practices
- Assist in dataset preparation and quality control for AI models
- Identify and analyse AI response failures, and categorize failure types for improved model training

Production Operator | HAWK Furniture | November 2024 – present

Responsibilities:
- Demonstrate strong attention to detail by matching parts, quantities, and labels to their corresponding orders with accuracy
- Quality assurance, verifying that all packages include the correct parts and fittings necessary for assembly
- Collaborate with team members and other departments to fulfil orders in a timely manner

Data Entry Operator | PA Media | October 2019 – present

Responsibilities:
- Provide live updates for multiple sports games simultaneously while continuing to thoroughly check that the updates are correct
- Coordinate with consultants at the sports games and cross-referencing this information across multiple sources to ensure data is correct

Projects

- **Custom Game Engine & FPS Maze Game** - (C#, Entity Component System)
  Developed a custom game engine from scratch using an ECS architecture, with a playable first-person shooter maze game as a demo.
- **VR Distance Perception Study** - (C#, Unity, Meta Quest)
  Created a VR application to study how users perceive distance in virtual environments using Meta Quest.
- **Procedural Terrain Generator** - (C#, Unity)
  Implemented a procedural terrain generation system using Perlin noise.
- **Portfolio Website** - (HTML, CSS, JavaScript)
  Built a responsive and accessible portfolio site to showcase personal projects.

Technical skills

- **Languages**: C++, C#, Python, CUDA, Rust, JavaScript, HTML, CSS
- **Programming Concepts**: Object Oriented Programming, Entity Component System, Multithreading, Parallel Processing
- **Systems & Tools**: GPU computing, Simulation systems, Custom Game Engine, Procedural Generation
- **Tools & IDE's**: Visuals Studio, VS Code, GitHub, Git, CMAKE, MYSYS2