

James Pyle

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EDUCATION

MCOMP 1st class degree in Computer Science

Sheffield, UK | Jul 2017

UNIVERSITY OF SHEFFIELD

Teaching and Tutoring: Introduction to Algorithms and Data Structures **Teaching and Tutoring:** Java Programming

Teaching and Tutoring: Parallel Computing with GPUs **Teaching and Tutoring:** Advanced Algorithms

EXPERIENCE

PUBLICATION | SURROGATE MODELLING FOR EFFICIENT DISCOVERY OF EMERGENT POPULATION DYNAMICS HPCS2019 | PaCOS2019

- Published a conference paper detailing results of applied machine learning techniques to simulation data for discovery of desired emergent properties in a complex system.
- Presented this paper as a talk at the HPC2019 conference.

TALK | HPC FOR LARGE SCALE DATA GENERATION IN COMPLEX SYSTEMS MODELLING HETET19 | June 2019

- Attended the HETET19 conference to present the work of: myself, the visual computing research group, and the research software engineering team to academic peers

PROJECTS

RSS AUTO-DOWNLOADER

PYTHON. AUTOMATED INTERACTION

A download tool customisable by website, username and keyword. As long as the relationship between site root and user profiles is established it will download any linked page from the specified user which contains the specified keyword

RUNESCAPE ECONOMY ANALYSIS

PYTHON, TENSORFLOW

A tool to analyse recent market trends from available player economy data and suggest items which would potentially rise in price in the short term.

GAME SERVER HOSTING

SERVER MAINTENANCE, NETWORK SECURITY

Hosting and maintaining small scale servers for Minecraft, Terraria, Rust, and Space Engineers.

RIMWORLD MOD

C++, RIMWORLD DEFS

Adjusting mods for compatibility and to extend the functionality of animal behaviours and restrictions in the PokeRimWorld mod.

VARIOUS OTHER MINOR MODS

C, PYTHON, JAVA, OTHER

With many games I either implement small scale quality of life mods or more often adjust the functionality of other mods to be more in line with the gameplay experience I desire.

SKILLS

Languages: C, CUDA, Python, Java, C#, PHP, SQL, Haskell

Web Development: JavaScript (Node, CoffeeScript), HTML/CSS, Rails

Technology: Git, AWS, Unity, Apache, L^AT_EX, MongoDB